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And look how hard Chris has worked on our 3D spesh!

A MAELSTROM FOR MAY





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WHEEEEE-KERSPLATT!

LEMMINGS!

12 The game to appeal to game-freak megalomaniacs the world over hurls itself down a cliff and splatters bits and pieces all over your Mega Drive. The Black Marshal reveals the USA version!

BART SIMPSON v THE SPACE MUTANTS

26 The latest EPROMs were flown in from the States specially to be with us tonight! SEGA FORCE sees the Flying Edge's work in progress for Bart and pals as the Simpson clan threaten Mega Drive, Master System and Game Gear!

IT'S THE WONDER OF MEGA!



20 Other mags have made silly speculations, but last month SEGA FORCE was first to bring pictures of the real WonderMega. Now we go inside to see how it works and what it can do for your sex life (it plays games too!).

BALLS OF FIRE!

56 Hot stuff in a weird space shoot-'em-up called HELLFIRE for the Mega Drive. Fast and furious, this one's only for the dexterous and those good at fast weapons selection!

FORCE tested!

MEGA DRIVE

GAME GEAR

44 WIN TECMAGIK CARTS!

We've got EVERY game cart Tecmagik's ever produced and all the ones they'll do up till the end of the year in this great compo!

WIN SPIDERMAN BITZ!

74 Oodles of Spidey stuff from Flying Edge, including watches, clocks and T-Shirts to celebrate the release of SPIDERMAN on the Game Gear!

THE GREAT SEGA ROUNDUP

66 The first of an occasional series where Team SEGA FORCE argue with each other over the best games for all Sega machines.

REGULARS

Gotcha!

'Grey Death', it says on page 10, an item referring to Sega's new policy of encoding games so Japanese and American carts won't play on European Mega Drives.

At SEGA FORCE, we wonder about the wisdom of cutting down game players' choice in this particular manner.

Sega claim that grey importers are damaging their profit margins, which might in turn force Sega to look to further price increases to maintain profits. Obviously this threat is designed to put the public on Sega's side and stop buying from greys. It's also meant to make us see the reason for cutting down our choice of where and — more importantly — *when* to buy. But how many will be affected?

Sega told SEGA FORCE that all the magazines' readers only represent 7% of all Sega systems buyers. As our readers, you're the ones who — 'coz you're keen on getting the latest stuff as fast as possible, which generally means Japanese or American imports — are going to be hit worst.

But if you're only "7%", and the ones most using grey importers, it seems pointless bothering about your spoiling their profit by purchasing games from grey importers. We have to presume the other "93%" only ever buy from official sources and therefore contribute healthily to Sega's profits.

SNIPPETY BIT

SENNACO!

The street-bending *Super Monaco Grand Prix* has been upgraded — the Ayrton Senna name and faster programming. Paul sneaked a play of *Super Monaco 2* and was blown away (not literally, worse luck). Watch out for more soon.

CD COMING!

Reports of dates and prices for the Mega-CD have varied ever since its first announcement. Now Sega intends launching in October simultaneously with the WonderMega (see page 20) at around £299 bundled with several classics on one CD, such characters as Sonic, Donald Duck and Mickey Mouse are likely to make an appearance.

BATMAN II

The film isn't even finished but Sega's working on the cart and it looks Gothamly. One little snippet you might like to know: The film has a scene where Catwoman licks Batman's legs in a very suggestive manner. What's this got to do with the game? This scene's been digitised for the cart. Mee-ooww!!

TAZ-MANIA

The little Tasmanian devil from his own obscure cartoon series— well we've never heard of him (nor Ren & Stimpy) — is to appear on the MD. Paul saw a very early production version and it looks fantastic. Graphics are *Sonic*-beating and Taz's animation is superb. The game's far from finished but keep an eye out for it.

MOVEMENT IN THE GOLD MARKET



So, you've bought a game cart and played it to death. What happens next? Rigor mortis sets in, right? Bored to death of jumping over the same old platforms, sick to the back teeth of blasting the ass off the usual crowd of marauding mutants, the cartridge lies forgotten in its box and your ever-faithful machine begins gathering dust.

Fret not! Help is most definitely at hand...

Detroit and Dunbartonshire may seem poles apart but a crafty American-born businessman who knows a good idea when he sniffs one is about to put the Scottish town of Alexandria well and truly on the map.

Don Waisanen, managing director of the **Solid Gold Exchange Club**, is adamant he does NOT deal in swaps. **Solid Gold**'s the name, EXCHANGING's the game! For a small fee, you can send any cart you're fed up of playing and exchange it for another game someone's sent them.



Solid Gold don't offer new carts to swap at a knockdown price. As Don puts it: 'A lad from Aberdeen, a lad from Belfast and a lad from Cardiff each send in a game. The lad from Belfast could get the game from Aberdeen, the lad from Belfast may get the cart from Cardiff, and so on.'

Don discovered the gap in the market while working on a project for a client in his marketing consultancy days. He hasn't looked back since...

And to add to the success, **Solid Gold** have announced plans for a nationwide network of computer games centres. By the end of the year, there could be some 30 franchises in the UK.

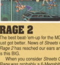
Don told SEGA FORCE: 'Solid Gold Games Centres are a totally new retail concept. Completely hi-tech throughout, with demonstration areas where products can be tried, tested and bought.'

You lucky peeps north of the border are the first to experience the new centres. The infamous **Dominik Diamond**, of *Gamesmaster* fame, opened the first two stores in Aberdeen and Glasgow.

The company will operate on three levels: the Exchange Club for mail order, **Solid Gold** authorised games retailers (of which there are more than a hundred over the UK) plugged into the national network, and the franchised games centres, which have to be seen to be believed.

The Club, with its newsletter and console and software discounts, now has thousands of members on its mail order list: 'Parents forking out pocket money understand the sense of doing an exchange. Kids certainly do!'

If your cart's getting stale, if it's getting old, have a chat with **Solid Gold** (God! I'm wasted here, I should join Saatchi & Saatchi!). You can contact the **Solid Gold Exchange Club** on (0389) 55599.



RAGE 2

The best beat-'em-up for the MD has just got better. News of *Streets Of Rage 2* has reached our ears and boy is this BIG.

When you consider *Streets Of Rage* was probably a 6-Megabit cart (at most), you'll be astounded to hear *Rage 2* is going to be *16-Megabit*, with battery back-up.

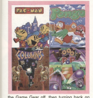
Sega have developed a way of compressing more data onto a chip than ever before, so this game's gonna take a lot more time to finish than the original. It's gonna be *hot*!

GG CRAMMIN'

Looking at Paul Mellerick, you wouldn't believe there were intelligent life forms in Leicester. But there *are*! A friend of ours, **David Eary** of the **Winner Garments Company** (we could do with a straitjacket for Paul, size 34 waist, if you've got one, Dave!) pops over to Hong Kong from time to time.

On his last trip, he brought back these mega Game Gear carts. Some clever sod has come with the idea of sticking three or four games on the same cartridge. The first, *Super Three in One* (that's original!) has *Ninja Gaiden* (71%, ***SF1***), *Donald Duck: Lucky Dime* (92%, ***SF2***) and *Space Harrier* (92%, ***SF3***). **The other has** *Pac-man, Pengo, Columns* and *Woody Pop*.

Each game is accessed by switching



the Game Gear off, then turning back on again! Simple, eh? The carts retail at £30–40 and pretty spiffing they are too! Have a chat with your local Sega mail order company to see if they can find you one from the gutters of Tokyo. You never know your luck!



ADEY BABE'S MOST MEANINGFUL NATTER BIT

● Boo-hoo! Sob! Sniff! Blart! Ms Claire Morley doesn't wanna do any more reviewing stuff. Her joystick hand's not what it used to be and she's looked at those game screens for so long 'er eyes are like piss-'oles in the snow! So little Miss Lah-de-dah 'as gone all arty-farty and moved upstairs with the big boyz. Apparently, she's gonna be layin' out and designin' wót goes in SEGA FORCE. I'll miss ya, Claire — you've left me on me own with Paul Smellydick. Least I'm the best lookin' thing on the mag now!

● Rumour has it we're gettin' a new one of those editor thingies. Ya know, those plebs who reckon they can deal with people and cope with the untold stress of the magazine business. This one goes by the name of Chris 'three times a' Knight and he comes from Cornwall. I'll leave it at that — I don't fancy gettin' pasted by a pasty! Cream teas all round, vicar! Ta-rah for now...

Columns (not from the Game Gear, of course, but still a worthy on GG

FLYING IN...

Acclaim are busy working on a veritable feast of releases for GG owners. Due soon is *George Foreman's Boxing*. The eagle-eyed among you will notice the screenshot *does* look like *Heavyweight Champ* (Advance Play in Ish Three) but we've been assured this is a different game completely.

Spider-Man, reviewed this issue, will be on sale around June.

But the BIG licence to hit the summer months is the coin-op of 1991 — *Smash TV*. The GG version's being developed as we speak and from all accounts should be a real cracker.

And to end on a really high note, GG-wise, various little rumours have reached our shell-likes that *Aliens 3* is coming along nicely. When we get more news, you'll be the first to know.

The really good news is that most titles from **Acclaim/Flying Edge** will be released over all three **Sega** formats, so

GG Spiderman **(see review on page 72**

all you MS owners can look forward to such delights as *Arch Rivals* and *George Foreman's Boxing*.

Mega Drivers will be overwhelmed by what they can get their hands on in the summer.

One of the first releases will be *Ferrari Grand Prix, a no-nonsense driving simulation*.

A joint MD and MS release, *Arch Rivals* is a coin-op conversion. A basketball game with the emphasis very much on fun, highlights include punching the referee and pulling down your opponents' shorts!

Gutter Talk



GG George Foreman's Boxing

At long last The Simpsons are coming to your MD, along with *Smash TV*. This version should look as stunning as the coin-op — but what they will do with the control system?

As you can see, **Flying Edge** are set up for a busy few months. We'll keep you in touch with what's happening.

Master System Arch Rivals — looks the same on GG

THEY MADE IT POSSIBLE

In the eternal quest for new and exciting games to review, undying thanks goes to **Abby Lee** and **Mark** from **Telegames, Haymarket Centre Leciester (0533 880445)** for supplying us with several carts this month, **Peter Hewitt** at **KC'S Computers & Consoles Magic, 5 High Street, Loughborough, Leicester (0509 211799)** for doing much the same, and **Steve Lowe** at **Console Concepts, The Village, Newcastle-under-Lyme, Staffs (0782 712759)**. And the extremely nice, hansome and generally gutter-wise **Barry Jafrato** at **Sega Europe**, without whom, it simply wouldn't.

GAME GENIE!

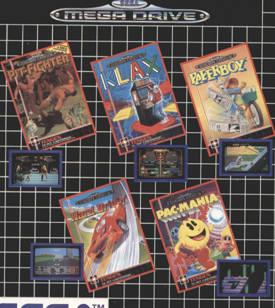
Marshal Rosenthal sent these first Game Genie cheat codes over from the States, but they arrived too late to go in his column.

If you haven't already rushed out to buy a CodeMasters' Game Genie cart, just as well — they're not quite on sale yet, but soon will be.

Now, however, is the time to start collecting the codes.

Sonic the Hedgehog .... **AEQT-CABE**
— once invincible, you stay that way.
Batman.................................. **B2AT-CA46**
— punches, knives and guns don't hurt
ToeJam & Earl....................... **HC8T-AA32**
— now you can't drown in water.
Get cheatin' dudes!

10


SEGA
MEGA DRIVE
PIT-FIGHTER
KLAX
PAPERBOY
Hard Drivin'
PAC-MANIA
TENGEN
16-BIT CARTRIDGE
SEGA™
TENGEN

N' PAPER THROWIN' HARD DRIVIN'
E NVADIN' CANNON BLAZIN'
N' SEGA PLAYIN'...!

Master System



DOMARK



Gutter Talk

KRUSTY HAS FUN

By Marshal M Rosenthal

Who can bring Bart Simpson and friends to the Mega Drive and Master System? **Acclaim** can… and they are! Their latest Simpsons release, *Krusty's Funhouse*, is full of action, jokes… and vermin.

Rats, we hate 'em. Small, nasty furballs that take over our kitchens and eat us out of house and home. Hiding in the corners with their beady little eyes searching out new ways to bug us.

Krusty the Klown from The Simpsons should have it easy. His toy and product licensing is loved by millions of adoring kids who have no idea just how jaded and cynical this guy really is.

Yeah, *should* have it easy — but he doesn't! Remember those rats? They've all descended on Krusty's Fun House. He's got to do something, and fast, which isn't easy for a fat, lazy old klown!

So this game's about wits rather than brute strength. Hey — you expect a Hercules from a pudgy fellow who takes off his makeup and *still* has a funny bulb for a nose, big feet and goofball hair tufts coming out of his head?!

But help's on the way. Many of Krusty's friends are waiting inside: Homer, Bart, Corporal Punishment and Sideshow Mel. They're operating delightful machines of mass rodent destruction to squish them, zap them and burst 'em like balloons.

Getting through the Fun House is no doddle. There are five sections, of up to 14 sub-levels, and you must trap all the nasty rodents in each section before breaking the padlocks and barriers to the next.

Now these rats are no Einsteins! They can only walk to and fro and climb single blocks so, to get them over to the traps, you've gotta create a simple route.

Yep, you guessed it! There are loads of obstacles between the rats and the traps, so it's strategy time, dudes! Use the high-powered air blowers, glass jars, hole punchers, pipes that plunge them up, down, and around — anything! Just make sure you coax those little furballs to their final reward (heh-heh!).

The graphics are bright and colourful, with plenty of strange and bizarre locations to check out. Signs and objects are well detailed and the characters realistic — if you can call a flying pig real — with a great 'cartoony' feel.

There's a helluva lot more to it than this but you'll just have to wait for the SEGA FORCE UK preview and review!

Past blasters

Fed up with paying 35 or 40 quid for the latest game? Seen loads of older Jap games you wouldn't mind getting your hands on? The solution's on its way…

Due sometime during summer is a range of budget carts, probably old Japanese games given the English treatment. They'll retail at £19.99 and, if the right games are among them, they should prove good value for money.

Watch out for *Super Hang-On, Super Thunderblade, Alex Kidd in the Enchanted Castle, Space Harrier 2* and *Last Battle*. This is the first in what we expect to see as a regular means of getting cheaper Sega games.

GAME GEAR GETS EUROPA

By G Marjoram

OutRun Europa, 'Where life in the fast lane takes on a whole new meaning', has proved so successful on the Master System **US Gold** have planned a Game Gear version. The release, in June, will be as action-packed as its big screen brother.

As before, super spy Simeon Kurtz's briefcase has been stolen — not to mention his ultra fast Ferrari F-40! A bit of bad luck, really, 'coz the case contained a bunch of important top secret documents!

Enraged by the massive blunder, Kurtz's bosses have put out a warrant for the young hero's arrest. In an effort to clear his name, Simeon sets out to retrieve the documents and nab the thieves, who've fled across Europe.

In hot pursuit, Mr Kurtz employs five modes of transport — a motorbike, jet ski, Porsche, speedboat and Ferrari — crossing the borders of France, Spain, Italy, Austria and Germany on the way.

Armed with a turbo charger for extra speed, radar to detect enemy vehicles and a bucketload of ammo to shoot the odd hole or three in the villains, Simeon's a (Sega) force to be reckoned with!

James Bond Jnrs can pick up **US Gold**'s GG *OutRun Europa* for £24.99 and a pair of exploding bicycle clips — soon!

GREY DEATH?

As from 1 April (no April Foolin'), **Sega** will be introducing a new policy aimed at worldwide compatibility. To cope with the advances in technology and deal with the grey import problem, **Sega** have developed an all-new software protection system.

What's this all about? Basically, **Sega** would like to split the world into three different areas: Japan/Asia, USA/Americas and Europe. Not only that, they want to make each system incompatible with the others.

This has been achieved by a software system which detects what system you're running and whether it's compatible or not. So if you've got a Japanese Mega Drive you won't be able to run English or American games. If you've a Genesis (American) you won't be able to run a Japanese or English game, and if you've an English MD, you won't be able to use Japanese or American games.

Now calm down, the reason behind all this is that grey importers are taking profit out of **Sega**'s sales, the games giant claims, which means they may eventually have to compensate with price rises — and we don't want that, do we?! Thought not!

This will also give software houses more breathing space and allow them to work toward a worldwide simultaneous release schedule, which most of them are attempting to do.

Got all that? You have been warned!

That hedgehog again!

You're all dying to know about *Sonic 2*. Well we've got the news first! Very little's known about the little hedgehog's second adventure at the moment but SEGA FORCE have had a sneak look at what he gets up to.

Don't be surprised if our blue hero goes hang-gliding. Yes, *hang-gliding*. On one complete level, Sonic will hang onto a big kite and fly around like a madman.

Not content with aerial antics, he also goes water-skimming, that fine art of bouncing a flat stone across the surface of a pond.

We're not sure how this is going to work out but we're sure it's going to be a stunner. MD *Sonic 2*'s set for a November '92 release, with other versions coming between then and January 1993.

US GOLD HOLE-IN-ONE!

Mega Drive owners who enjoy a bit of rough (we're talking golf here, not the hunk you met down the fish and chip shop last Saturday night) will be pleased to know **US Gold**'s legendary *World Class Leaderboard* is set to make an appearance on the MD pretty soon.

The MS and GG versions were well received in Issue One of SEGA FORCE so those clever Brummies have planned a more challenging jaunt for MD owners.

Players choose from four of the toughest championship courses around, St Andrews, Doral County Club, Cypress Creek and The Gauntlet. Each offers eight different and taxing formats including Foursomes, in which a partnership play alternate shots against another twosome, Texas Scramble, involving a team contest over 18 holes, and Football, where four players each play a ball but score in partnerships.

Many of *WC Leaderboard*'s original features have been preserved for the 16-bit version, with enhanced graphics to add a more authentic feel to the game.

US Gold promise some of the best sound yet heard on the Mega Drive, with a commentator-style speech facility à la *Sports Talk Football*.

Expect a mid-year release, with a provisional price tag of £37.99. Until then, keep away from the 19th — a sober man always knows where to putt it!

LEANDER?

With *Lemmings* a sure-fire hit for Sunsoft (see page 12), it's nice to know another Psygnosis original, *Leander*, is in the works for MD. Leander's an ancient Greek dude who romps through a massive 22 levels of platform arcade action. These are screens from the Amiga original. More, as they say, when we get it!



RELEASES

● On the new releases front, official UK versions of Fire Shark, Zero Wing and DJ Boy should be in the shop between now and end-April, with Kid Chameleon for May and the Ayrton Senna game in June will kick off a plethora of summer releases.

CHESS MASTER

SEGA FORCE GAME BLASTER 90%

All you prawn, bish and horsey fanatics will have noticed the Game Gear *Chessmaster* Advance Play last issue.

After the mag went to press, we discovered *Chessmaster* was about to be officially released. That being the case, here's the ratings (no room for the usual box). As you can see, it gets a SEGA FORCE Game Blaster.

SEGA, MD, 128K, PLAYERS: 1 or 2
PRICE: £ 24.99

PRESENTATION 92%
Oodles of fancy gimmicks!

VISUALS 89%
Clear chess pieces and hand icon

SONICS 88%
Excellent speech from the Chess Maestro

PLAYABILITY 89%
Easily controlled, loads of difficulty options

LASTABILITY 88%
As lasting as chess can be!

OVERALL 90%
A great chess mate, with all the extras



Advance Play!

EUURUGHH!... and then there were nine green lemmings standing in a row! The Amiga's most addictive game goes Mega Drive. We took MARSHAL M ROSENTHAL — he knows what homicidal mindlessness is... he lives in New York — to the edge of a cliff, and pushed him over.

Yes, it's our little green friends — part Three Stooges, part brainless boobs — here for our enjoyment. Shall we help them in their single-minded quest to return to their own Universe? Or watch in glee as they're pummeled into mulch, trapped in holes forever, drowned in deep pools of water, squashed falling from high places, and blown up real good...?

It must be *Lemmings* for Genesis, right? From their development by British Psygnosis, they've made it through the computer scene, and are now content with trying their game console luck in this conversion by Sunsoft.

This is an early look at what we're getting from Sunsoft on this side of the Atlantic — British release dates have yet to be set by Sega, so watch out for the full UK release review in a future issue.

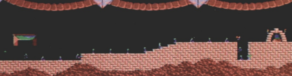
What we have here is a faithful translation of this classic game, with all the strengths and none of the weaknesses (read that as waiting for the disk to access a new level).

Before we go over the basics — known to so many of you — let's note some of the new things added. Many of the levels are the same as in the computer/CDTV versions, but besides FUN, TRICKY, TAXING, the decidedly difficult MAYHEM, special SUNSOFT levels have been added too.

You can select which level of difficulty to play before heading off into a game screen, but unfortunately if you're way ahead in FUN (where you always advance no matter the outcome), you drop back to the very first level of the harder selection noted.

LEMMI





Control is simple, get it out of the way quick man. The Direction Pad [D] moves the cursor about, [C] selects from the menu settings at the bottom, and also 'turns on' a Lemming with what has been selected. Moving the cursor to either side of the playfield screen forces it to scroll in that direction until it hits the edge.

There are two sections to the game, a large rectangular playfield and a set of menu selections at the bottom arranged as a strip that runs the length of the screen and is totally static.

These controls enable you to give the Lemmings 'powers over mortal men' — to enable them to overcome the adversity of their locations and make it to the exit portal. See the **Suicide Pact** box on the next spread for what everything does.

This game will get you — you just gotta love Lemmings

Death duel

Visually MD *Lemmings* looks totally familiar to those who've played it before, and it'll be up fast and running for the new crowd. The cursor moves about with great ease, and the small window display, while seeming a bit chunkier than that seen before on computer systems, is actually easier to use.

It's the two-player mode that's going to disturb the most, especially when you're playing against another to control the same Lemmings. The screen here is split vertically, with each player having a half that scrolls horizontally in the normal fashion.

Controls below are duplicated for both players — this can really bugger you up, not to mention become highly frustrating when you're both trying to influence the same guys (must be why it was included!)

There's also a centre vertical gauge which indicates how many Lemmings have been acquired, but let's get back to this two-player biz. Some levels cheat you — they won't let you blow up a Lemming, or use another Builder — so you gotta find ways to screw up the other guy's plans. You also kind of expect to control stuff on the left when you're on the left — silly us to think this!

Nor is it always fair — sometimes the Blue player starts out with more Lemmings than the Green player. Oh — very cute, somebody falling is called a 'FALLER' when the cursor is over them. Other bits of info are more useful, such as ATHLETE which indicates a Lemming with two tasks assigned to him, and WAVER being a builder finished.

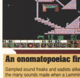
Suicidally frustrating

Animation and sound are excellent, indistinguishable from the computer versions as far as quality and ongoing movement goes. And plenty of that —*Music to kill by*— the kind that repeats over and over again so as to make you want to forget it; you can't, but maybe if you stick your head in a bottle or perhaps grate your teeth on some broken glass…

If anything, this Genesis version is superior since it's so simple to get the game up and running, especially when it comes to getting from one level to another (the 'impatience' factor's finally been eliminated due to instant ROM access — hotcha!).

There are also the same little comments from

Lemmings plays a mean two-player game, sometimes giving one player more lemmings to start with than the other. Below: level 13 on the Tricky difficulty setting.

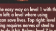


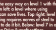


An onomatopoeic first!

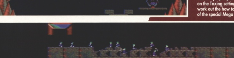
Sampled sound freaks and sadists alike love the many sounds made when a Lemming bites the big one. Now for the first time SEGA FORCE assembles these sounds in printed form for your amusement (CD disk, $10.98/cassette tape $7.98 — order before midnight tonight…).

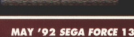
- EUURUGHH!
- SQWEESHHHH!
- BLAMMMPPP!
- GRSAWEEESH!
- PLIMPOP!





Top left: doing it the easy way on level 1 with the Fun setting. Bottom left: a level where using Builders properly can save lives. Top right: level 10 on the Taxing setting requires nerves of steel to work out the how to do it bit. Below: level 7 in one of the special Mega Drive Sunsoft settings.





he designers about how this game will make you crazy (true), as well as tips on simpler levels, and 'We dare yous' on harder ones.

With 30 levels sprinkled amidst four difficulty sections (and the SUNSOFT bonus levels), bad puns, squishy sounds and dying 'OH NO!' exclamations (plus witty sayings from the designers to accompany the before and aftermath of trying to figure out what to do next), this game *will* get you.

Writing down passwords becomes vital, and I only hope that the manual will include a lot of blank pages at the back to accommodate this scribbling.

Yes it's strategy, yes it's often frustrating, and YES — there are those levels that just don't seem to have any solutions, but if your urge to get these little guys back home is as overpowering as theirs is to move mindlessly about; well then, you just gotta love *Lemmings*. Watch out for the full SEGA FORCE review in a few months when *Lemmings* reaches our shores.



Lemmings are stoopid and fall off platforms if blockers aren't used at the ends. But if they drive you to distraction you can alwyas blow the lot up in a display of pyrotechnics!

Suicide pact

Before you get into a flaming, phlegming mess, here are the Lemming controls; from left to right:

LEMMING RELEASE RATE/MIN FALLING: The count of Lemmings coming out of that hole in the sky. Don't they ever take the high road? You can also use this to return to the minimum speed if you get a bit carried away with Max Increase.

LEMMING RELEASE RATE/MAX INCREASE: Makes more Lemmings fall. Speeds things up. Use it when you're sure of yourself, and what they're doing.

CLIMBER: Without a net, up they go.

FLOATER: Those little yellow umbrellas sure come in handy.

BOMBER: When a Lemming is better off dead, this is the five-second remedy. Just watch your timing, he doesn't stop to shake, rattle, and blow until just after the one-second count over his head disappears.

BLOCKER: Unyielding and dependable, this Lemming now goes nowhere — nor lets others pass. But there's a way to get rid of him (hint — KaBoom).

BUILDER: With a sack of bricks, and a happy tune, a Lemming now makes a tidy bridge. Just be careful when he runs out and shrugs, 'coz unless you give him another go, he just walks off his own plank.

BASHER: Bare hands become steel — they go through objects like a hot iron through snow.

MINER: With a pickaxe in hand, a Lemming can now tunnel his way underground, moving at an angle in either direction (depending on which way he was facing when activated).

DIGGER: Straight down, must have real strong fingernails to hack this.

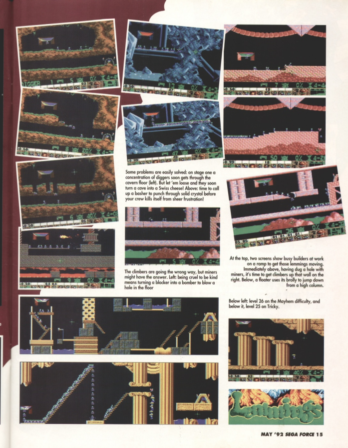
PAUSE: You can also use the START button to do this. In either case, while the game is locked as far as the green guys are concerned, you can still scroll around the playfield and look at everything. A nice feature.

LEMMING BOMB OR GLOBAL NUKE: Gives every Lemming five seconds to make his peace with his Maker. Good for ending a level quickly, not to mention a really cool pyrotechnical show.

And of course, with the exception of the Global Nuke, the amount of each ability available for the Lemmings to use varies with each screen and level — although the maximum never exceeds 100.

What's really nice is the way you can quickly move from one menu to another without having to set the cursor down there — just hold down [A] and move the [D]–left/right. Doing the same with [B] held down activates the small window in the lower right , which displays the entire horizontally scrolling screen. Moving back and forth is very easy, and a good touch.

The Sacrifice: it's tough at the top — or in this case, at the front. Our little kamikazes come across a barrier (right of centre in the main picture below) which is turning them all around. Step forward a reluctant hero (left inset) as a bomber. His clock's ticking, then KABOOM! (middle inset). Bits flying, the poor sod blows the barrier away, and everyone else can get on with lemming happily ever after…



Some problems are easily solved: on stage one a concentration of diggers soon gets through the cavern floor (left). But let 'em loose and they soon turn a cave into a Swiss cheese! Above: time to call up a basher to punch through solid crystal before your crew kills itself from sheer frustration!

The climbers are going the wrong way, but miners might have the answer. Left: being cruel to be kind means turning a blocker into a bomber to blow a hole in the floor

At the top, two screens show busy builders at work on a ramp to get those lemmings moving. Immediately above, having dug a hole with miners, it's time to get climbers up that wall on the right. Below, a floater uses its brolly to jump down from a high column.

Below left: level 26 on the Mayhem difficulty, and below it, level 25 on Tricky.





The Black Marshal hates those cutesy video games. Where's the blood 'n' guts when you need 'em? And not the slightest sliver of molten skin...

Have you ever asked yourself, 'Where do they come up with those game ideas?' We know anything and everything can be the subject of a video game (*Marble Madness* last issue, for example) but success depends on marketing and saleability.

Since few game companies advertise on a regular basis, licences are heavily used to generate self publicity. Rather than promote a game on its own merit, simply pick a 'hot' property from current trends and run with it.

Not that licensed games always stink, but tieing in a game to something like *Terminator 2*, say, is worth more than 'Smash and Kill Everybody and Leave Their Bones to Rot'.

Speaking of *T2* (what a happy coincidence!), the most bizarre, unique toy of the moment is Kenner's Bio-flesh Regenerator Playset. Pump liquid 'skin' into a plastic mold, let your cyborg figure harden, then paint and play!

For this and other curiosities, the recent New York Toy Fair was the place to be, new licence deals of all types revealed to the sweaty throngs.

Have you seen Jim Henson's *Dinosaurs* TV series? I'm told it's shown on Sunday afternoons in the UK. Its live-action, Muppet-like reptiles are the basis of action figures, talking Baby Sinclair dolls, board games and the like.

Since *Dinosaurs'* humour's often sarcastic and adult, a video game could be very entertaining — maybe a cross between a prehistoric platform game, jumping for foodstuffs, and fighting for survival with the few homo sapiens.

As Walt Disney Productions own a piece of the action, there's little chance of *Dinosaurs* disappearing, even if it goes off the air (Disney make these guys last forever — look at Dick Tracy and The Rocketeer).





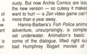
The Intergalactic Ninja!

Good grief, not more Turtles! Well, sort of — in the sense that the creator of *Zen*, a politically correct alien with telepathic powers, has the same agent as the mutant amphibians.

The original black and white comic is pretty good and doesn't take itself too seriously. But now Archie Comics are issuing the new version — so cutesy it makes ya want to hurl — a *Zen* video game can't be more than a year away.

Hanna-Barbera's *Fish Police* animated adventure, unsurprisingly, is completely set underwater. Animation's basic but some of the dialogue, lifted right out of bad Humphrey Bogart movies of the







Jell-o man comes to life! This guy's putty in your hands

The action's all about boobs and corruption. Sounds like our kinda game...





Forties, is a scream.

Just Toys' *Fish Police* bendables are a big winner with the younger set — the stuffed shark with his dorsal fin protruding from the back of his trenchcoat (guy's a detective, see) is a hoot.

With such a well defined cast, surely a video game's the next move — provided the show lasts, which is tough since it's not just a prime-timer, it's matched against...

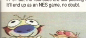
Capitol Critters features Max, a young mouse who lives in the White House with his friends. Produced by Steve *Hill Street Blues* Boccho, it mixes traditional cartoon antics with a liberal dose of sarcasm as just about every human in the show is corrupt or an idiot.

Hasbro has these neat action figure versions about a foot tall, which can be squished down to release frustration.

The video game here will probably end up similar to *Tiny Toons* — you know, plenty of platform jumping, object collecting and a target of recovering something like the Declaration of Independence.

More rabbit

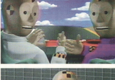
The oddly-coloured spacefaring bunny, *Bucky O'Hare*, was disappointing as a toy in '91 but the licensees are still pushing it. It'll end up as an NES game, no doubt.





Dog eats cat, cat eats dog and cat breaks wind in a brilliant cartoon series set for vid success

© Nickleodeon







These crazy dummies just can't keep their act together!

The Incredible Crash Dummies started as a series of television commercials stressing the necessity of car seat belts. Tyco Toys have based a whole line of action figures on them, such as characters that break apart and cars that make smashing, crunching noises when whacked.

The ads feature state-of-the-art computer animation, and if a licence ever has potential for mayhem, this is it. Silly, massive car-wrecking games, scenarios where the characters are smashed to bits, trampled on — you name it. This will be absolutely great!

Ren and Stimpy have the 'underground' status *The Simpsons* would have had if not for their major network slot. This Chihuahua and big, dumb cat are archetypal dummies — Ren gets mad easily and vents it without warning, Stimpy's slow to burn as well as slow to think.

Their adventures are set amid a world of mad Fifties kitsch — violent, cruel and filled with obnoxious odours and sounds. Just like Bart, these two will surely have their day on the video screen. Right now you can get the T-shirt in the trendy sections of New York for $20 or so. Expect the rip-offs for seven bucks by summer.

Two things have kept battery-backup games from becoming popular for Mega Drive. First, a lithium battery demands extra circuitry in the cart. Second, when the battery dies, people get pissed off — not a good thing. Why bother when you can have a password screen?

But here's an upcoming solution. Rather than use DRAMS [Dynamic Random Access Memory] which lose data when power's lost, North Carolina scientists are designing silicon carbide chips. These little suckers 'hold' electric current and gradually release it when powered off — 10,000 times slower than conventional chips. This means data on such a chip would hang on for *years*, not milliseconds. The future of the Save-game is on the horizon...

The only bad thing about this is that it will make it easier to infect Mega Drive games with viruses. These plague the PC world, are starting to appear on battery-backup Nintendo games and will no doubt make their way here.

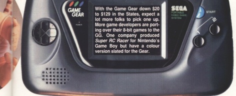
Last month I talked about pirates and their game-stealing MD hacks. These same guys can just as easily stick a virus into a game, provided there's some kind of power supplied to the cart to keep the virus alive. New technology solves problems but creates them, too.

I also talked about image compression techniques which will give full motion, high-tech video games. We're getting a bit closer, since one of the biggest of the big boys, IBM, have tossed their chips into the multimedia ring.

Big Blue were present at the recent multimedia and CD-ROM international conference in San Francisco, where they announced their new computer-oriented digital signal processing system.

Called MWave, it's based on the JPEG compression algorithm (as is RCA's system, mentioned last time) and handles what's previously required multiple boards: voices, music, images, facsimile transmissions — and real-time motion video.

MWave's special chips are being manufactured by Texas Instruments and IBM are supplying the operating system. Considering IBM's power in the marketplace, MWave could be the system that makes it through the Nineties.



With the Game Gear down $20 to $129 in the States, expect a lot more folks to pick one up. More game developers are porting their 8-bit games to the GG. One company produced *Super RC Racer* for Nintendo's Game Boy but have a colour version slated for the Gear.



EAT TRASH DUDES!

Drop your brain to the gutter and win one of these Trash Bag Bunch figures, straight from the SEGA FORCE garbage tanks!

What with all these blast-'em-ups based on post-nuclear worlds, mutoids and mutation is fast becoming the norm. **The Trash Bag Bunch** are the latest heroes in this mould. Gladiators of the garbage dump, these far-out figures have been lobbed into bin liners by Professor Garbof and tossed into our world.

And if you thought that was bad, there's an evil bunch as well. 'Course there is, how else are the good guys, the Disposers, gonna get any decent fight action?

Can Janitex, Grimestopper and Bio-Degrader defeat the likes of Scum Lizard, Fuminoid and the insidious Mukoid? These Trashors are scum and deserve to be eradicated! Picked out any favourite names?! Tough, 'cos with these scumboids there's no telling which one you're getting. Each figure comes packed in its own special garbage bag, which must be tossed in warm water to bubble and dissolve away, leaving your figure behind. Who will it be?

Well, the only way you're gonna find out is by entering our well 'ard Trashbag compo and getting hold of one of the bunch for yourself; we've got 45 of the little suckers to dump in your lap.

All ya gotta do to get your hands on one of these figures is answer the questions, write them on a postcard or the back of a sealed envelope with your name and address, and send to: TRASHBAG, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.

Get your entries in by 14 May and the first 45 correct entries dragged out of the can'll get the goodies, pronto!

Get this load of old rubbish right or we'll come and trash your bedroom!

1: Which chain of useless stores was owned by Reggie Perrin?
2: Which dude lives in Sesame Street's very own trashcan?
3: What do you call a trashcan in Britain? (CLUE: It's the only thing other Sega mags are good for!)

Promotional considerations provided by LEWIS GALOOB TOYS.



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IT'S WONDER

WONDERMEGA

スタートボタンを押して下さい

Revealed!

SONY

It's wondrous, it's mega — it's the WonderMega! PAUL MELLERICK was like a bat out of hell when invited down to Sega for an exclusive first-hand look at the amazing WonderMega.

What's the best thing to happen in the world of **Sega** during the past six months or so? Simple, it's the **Mega-CD**. Added to your trusty Mega Drive, it's a well wicked machine. Capable of mean graphical feats and with sound that will blow you away, this baby runs at the speed of a bullet.

Yet up till now Mega-CD software has been... well, disappointing, to say the least.

But quicker than you can say 'Nintendo are crap', **Sega** have announced a sparkling new deal with **Nihon Victor**, better known as **JVC**, to produce an all-in-one Mega Drive and Mega-CD.

The **WonderMega**'s a neat, pastel grey unit compared to the cumbersome, black MD and Mega-CD. The cartridge slot's at the top of the machine under the WonderMega logo, and the power and reset buttons are in the bottom-left corner of the machine, above two joypad ports.

The right of the machine is a CD unit and, unlike the Mega-CD, the WonderMega has a flip-top action instead of a pull-out draw. Four CD function buttons allow normal audio CDs to be played without the need of an MD utility screen.

Karaoke krazy!

But not only better looking than a combined MD and M-CD, the WM (these abbreviations are spreading like wildfire!) has various advanced audio features, not least of which the brilliant Karaoke functions.

You can use the WM to play around with any music CD using effects such as fading, voice echo, and best of all, voice cut-out.

This voice cut-out function means any music CD can be played and with the vocal track muted, enabling you to sing along to your fave tunes without having to battle against the original singer's voice (a godsend if you're a Minogue fan).

Another bonus over the Mega-CD is that it comes bundled with a set of CDs; four games and four Karaoke hits.

So, when's the WonderMega coming? How much will it cost? Will there be any special CD games?

Lead in your pencil

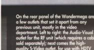
When's it coming? The WonderMega may be simultaneously launched with the Mega-CD, a date sometime in October pencilled in. I say 'pencilled' because it could well be rubbed out and changed.

The cost? Because the WonderMega is both a Mega Drive and a Mega-CD, it will probably be about £399. The M-CD should retail around £299.

Games? Well, yes, **Sega** have begun to leak details of a 'Best Of' selection to go with the launch of the M-CD. This means titles such as *Sonic, Donald Duck, Mickey Mouse* etc to persuade people to buy the Mega-CD before the specialised software arrives. If this goes ahead, the probability of it happening to the WonderMega in some other form is very likely.

Personally, I think everybody should go out and buy one of these straight away — but wait till it's officially launched (see news). The WM's a great unit and more than the sum of its parts; it really is the definitive **Sega** machine. When superior CD titles arrive, the WonderMega will be unstoppable. I don't know about you but I've start-





On the rear panel of the Wondermega are a few outlets that set it apart from any previous unit, mostly in the video department. Left to right: the Audio-Visual outlet for the RF unit (which requires a cable sold separately); next comes the high-quality S-Video outlet, for use with HDTV



Wonderdog thinks the whole business is pretty mega, but that's probably because he resembles Paul Mellerick, don't you think?

An open and shut case: it's important to add those extra little wheezes that make owning something new a bit more cred-rated, and the Wondermega's snazzy dampened CD lid opening is certainly impressive.

systems, high-band video recorders etc and Karaoke display systems; followed by the composite video signal outlet for ordinary TVs; and left/right audio out ports. The last on the main run is the MIDI socket, and at the bottom, there is the 9.5v DC input socket.

The front compartment is protected by a recessed, curved cover, which slides back to reveal the sound extras for use with Karaoke. Left to right, there is a stereo headphones minijack socket with volume control, then two microphone input sockets, each with its own gain control, and last an effects generator control, with minimum to maximum settings. This would be used with effects like echo to add that extra special Tom Jones in the bathroom sound to 'Tie a Yellow Ribbon Round the Old Oak Tree'.



CHAMPIONS OF

Advance Play!

'We're playing for England — En-ger-lund!' cried ADRIAN PITT when he discovered he'd been allowed back in Europe. Thus he leapt on this soccer spectacular with rarely witnessed enthusiasm...

Let's not beat about the bush, what I know about football you could scribble on the back of a postage stamp. Here's the man who thought Accrington Stanley was a past prime minister!

So when it comes to knowing your inside-lefts from your outside-lefts (and we're not talking leg measurements here, folks!), your strikers from your centre-forwards, your left-backs from your centre-halves, TecMagik's Nikki Hemming is the girl to ask. After all, writing the instruction manual for the mega football game, *Champions of Europe*, is one helluva task.

Take note, Jimmy Greaves, Nikki knows her stuff! Your job's on the line mate! Plus Ms Hemming looks better in a pair of shorts! (Oi! What's with the sexism? —Ed.)

Football crazy...

If I had to choose just one phrase to describe *Champions*, it'd be 'attention to detail'. TecMagik have worked very hard to create an authentic feel.

The game's dead easy to get into, thanks to an excellent icon-driven system. First choose a one- or two-player single game or, if you're daring, tackle the tournament itself and follow the complete structure of the UEFA championships.

There are 34 teams at your disposal, chosen from a colourful European map. Options such as wind speed and direction are selected at the touch of a button.

Some footy games go a little over-the-top with the player-manager section. TecMagik have swayed away from this. *Champions Of Europe* has been designed to give maximum action but with plenty of options to keep you happy.

All teams and players have individual strengths and weaknesses. There are endless combinations of teams so, in effect, you can choose a different game each time you play! Try a tough match, ie, Holland against Germany, or an easier one,



France versus Scotland! (I'll get loads of complaints from north of the border now!)

Practice makes perfect!

Before you battle it out with the next batch of bad lads, there's just time to practice. A five penalty kick-off is yours for the taking, with alternate control between keeper and shooter; perfect for honing those shooting and saving skills.

Visually, there's a heck of a lot of detail! Around the goal mouth, for example, the turf gets roughed up when things get frantic. Viewed from above, there's more to the players than trendy haircuts — their luscious legs and beefcake bodies are in glorious Technicolour too!

Wot no tackling? 'Course there is! And plenty of swear words, to boot (excuse the pun)! Little speech bubbles pop up from time to time — with censored expletives of course!

It promises to be one of the greatest footy games ever

Substitutions are humorous, too. The injured party staggers off pitch, nursing his wounds and cursing profusely!

You can't have a footy match without 'the boys in black'. Each of the refs (there are eight in all) run around the pitch, shouting out the score, time and state of play.

Super Kick Off lacked versatility of control. No such problems with *Champions of Europe*. Press button [2] when the ball's free rolling or in the clutches of the opposition and you activate the special 'sprint' feature. Race up the pitch at an alarming rate and give 'em some 'ammer! Useful for tackling, although a long run-up *can* make you tired.

The ultimate goal

How many more unrivalled attributes can TecMagik cram in?

Crosshairs for one. They're used to take corners — an incredibly precise system and unique to the game.

And you can change tactics in mid-game, not just before each half: Should your players fail to meet your expectations, press [1] and [2] simultaneously and alter team formation.

Champions of Europe promises to be one of the greatest footy games of all time — after all, the International Soccer League and Disney wouldn't give their seal of approval to any old rubbish!

Keep your eyes peeled for Berni the Rabbit, UEFA's official mascot and stay tuned for a full review of *Champions* next issue. Time to get in some footy practice. Nikki, have you seen me jockstrap?!

ADE



Up the Villa! Oh no, sorry, they're not playing in the UEFA cup! A bit of action in the centre (above). Choose your options (below).





Hope you got your G.C.S.E in Geography? There are 34 teams to choose from, Wolverhampton Wanderers 'ain't one of 'em!



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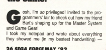
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BART VS THE SPACE MUTANTS

In The Works!



Arguably the most talked about cartoon character ever, Bart Simpson's the hero of a generation — a bit like PAUL MELLERICK. Er, maybe not, but they met one another just the same.

Gosh, I'm so privileged! Invited to the programmers' lair to check out how my friend Bart's shaping up for the Master System and Game Gear!

I took my notepad and wrote about everything they showed me (in my bestest handwriting) — and now I'm going to tell you all about it! So sit down, grab a nice cup of tea and prepare to be dazzled (God, that's really naff, Paul! —Ed).

In case you don't know anything about *Bart And The Space Mutants*, (where've you been hiding!), let me enlighten you: Our hero, Bartholomew J Simpson, has uncovered a dastardly plot to take over the Earth.

Horrible, nasty Space Mutants have taken over the inhabitants of Springfield and are collecting pieces to construct a weapon which can destroy the World. Quite how old Bart discovered this we're not told — probably by snooping around where he shouldn't, knowing Bart.

Now Bart (responsible citizen that he is) decides it's up to him to rid the world of this evil nuisance. Me, I'd have called in the cops.

In order to complete his mission, Bart must travel through five levels, finishing different tasks as he goes. As he progresses, the mutants modify their machine, so Bart's gotta keep hammering away at them, thwarting their plot at every turn.

Hats off to Barty

Starting off, Bart patrols the streets of Springfield, using a spray can to colour purple objects red. Some objects are spray-proof, so some other





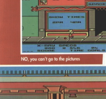
All the family watch the tele toghether. Aaahh!

Spray all the PURPLE objects — RED.





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NO, you can't go to the pictures

method must be found.

As with most arcade adventures, not only does our hero have to negotiate the level, he has to kill off the enemy and rescue his family at the same time.

On Level One, for instance, Bart kills aliens by jumping on their heads, leaving behind a coin. Pick up enough 'Proof Of Existence' coins and you can rescue your first family member, Maggie, who'll help you defeat the first end-of-level guardian.

The second level's set in Springfield's shopping mall. This time the mutants are after hats. Bart must knock the titfers from the head of anybody wearing one and grab them. This time his mother, Marge, needs to be saved.

The third level involves Lisa and is set in Krustyland Amusement Park. This level features park sideshows as sub-games.

Moving on to the fourth level, Bart pays an extremely rare visit to the Springfield Museum of Natural History where his dad, Homer, helps him out.

The fifth and final level is the most dangerous (naturally). Bart travels around his dad's workplace — the Springfield Nuclear Power Plant — collecting radioactive power rods and returning them to the reactor.

Sounds difficult? Happily, the short yellow chap can increase his arsenal to include such things as slingshots and dart guns, making mutant bashing a whole lot easier.

It's a cracker

Let me make one thing very clear: *Bart Vs The Space Mutants* is in an early stage of production, so any comments may be untrue of the finished version — we'll let you know when we have a reviewable copy.

In the meantime lets see how it's going...

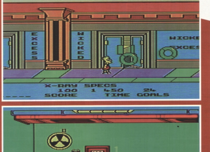
Bart himself's looking great on both Master System and Game Gear. He's instantly recognisable with his spiked hair and T-shirt and shorts outfit.

The MS isn't renowned for brilliant backdrops so Bart's varied adventures could have been a problem, but this has been overcome brilliantly. The backgrounds and sprites are fantastically drawn and animated, making it a joy to watch, while the GG version looks just as good, very clear and colourful, improving on the already great MS graphics.

Both versions play very well for such an early stage of development, and the few playability problems, such as pixel perfect collision detection, will probably be corrected.

To sum up, *Bart Vs The Space Mutants* looks like it's going to be a summer cracker — but you'll have to wait a few more months before you can get your hands on it!

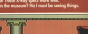
PAUL



Grab that balloon, you're in Krustyland.



Whoa! Those X-Ray specs work well. Bart in the museum? Ha I must be seeing things.




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the Pitt Stop

Playing Tips!



Gird your loins, folks, 'cos some of the best buys in game-freak alley are about to get the pants thrashed off 'em! ADRIAN PITT cheats ever so slightly and manages to keep his underwear well and truly intact! (I'm a boxer shorts man, actually! —Ade.)

They had to drag yours truly away from the SEGA FORCE maypole to get me scribbling this month's tips section. Booked your summer hols yet? I'm thinking about a trip to Japan so I can pick up the lingo while I'm there and decipher some of those flamin' instruction manuals!

I've had a complaint that we don't print enough Master System tips so I'll try and put that right. Featured in this month's PITTSTOP for your delight and delectation are: *The Immortal*, *F-22 Interceptor*, *Bubble Bobble*, *Might and Magic* and many, many more. So let's get crackin'! Oh, just one more thing...

£150 of software to be won!

I remembered! There are three gob-smackingly brilliant £50 software vouchers for the three best sets of tips and cheats. Make sure any maps you send are big and colourful. Shade in between the lines good and proper, I'm not a fan of amateur Picassos!

This month's voucher winners are: **Stewart Newsome**, Sheffield for *The Immortal*, **Ram Corbin** of London for *F-22* and **Richard Mills** in Liverpool for MS *Bubble Bobble*. CONGRATULATIONS!

If you fancy your chances, send your bits and bobs (keep 'em clean, please!) to:

PITTSTOP, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.

Finally, please do NOT send tips queries with stamped addressed envelopes, I just 'ain't got the time to reply to you all. I'll only answer tips enquiries personally if you're a fan of the Pet Shop Boys — Harry Secombe followers can suck eggs!

THE IMMOR



It's about time we had an expert for this one — enquiries have been flooding in. **Stewart Newsome** from **Sheffield** supplies some of the answers with this complete solution. It took me ages to type this lot in! Unfortunately, Stewart, you didn't include your address with your letter. Drop me a line and we'll sort things out...

LEVEL 1

Room 1: Walk to the table, listen to what Mordimar has to say. Leave the room. Don't stand on the dark square.

Room 2: Go to the slain warrior and get his belongings, Dunric's ring and fireball scroll. Fight the nearest goblin. Once killed, get your fireballs ready and murder the other goblin. Talk to the barbarian and open the chest with the key. Take the gold, bait, spores and the bottle with the map. Exit through the top door.

Room 3: Kill the goblin with another fireball. Take the 30 gold pieces, search the goblin, take the note and the key. Exit through the other door. Remember to read the note.

Room 4: This room isn't easy. Walk straight up to the wall with the skulls and hug the wall. Make a dash for the other door!

Room 5: Watch out for the traps. The safe route's through the brown hay-type object and straight through the door.

Room 6: Fire your balls(!) at the far torch to lighten the room. You should now see the shade shadows. Dodge them. Take the charm spell and amulet. Exit through the bottom door.

Room 7: Have a sleep, you deserve it! Use the amulet and hold it up to the light. Don't read the runes. Down the steps to...

■ BATMAN (MD)
For extra lives on Level Three, get the life from the first chimney. Continue upward then return to where the extra life was: the 1-Up will have magically reappeared! You can get nine lives using this tactic.
Ram Corbin

LEVEL TWO

Room 1: Get the red gem. Search the bones and take the elf's sword. Don't search further as there's more slime. Exit through the top door.

Room 2: Use your charm spell straight away. Walk to the trader. Refuse to buy the oil for 80 gold pieces. Walk away then back and he lets you buy it for 60 gold pieces. Get the rock and exit through the metal door at the top.

Room 3: Ensure some willo' the wisps have followed you. Use the charm spell again. When the goblins die, search them to find the Dust Of Complaisance. Exit through top door.

Room 4: Plant the spores before or after dealing with the goblins. Hurry out. A few seconds later, go back inside. The King is not dead. Give him the bottle of water and he gives you a clue and a key. Exit, go back to room three. This time, exit through the bottom-most door.

Room 5: Defeat the troll then make your way around the corridor and go through the door.

Room 6: The dwarf won't part with his gem. Use the Dust and he submits. Sleep on the straw. Use the oil and go through the door on the far right.

Room 7: Drop the rock and wait for slime to cover it. Wow, it's turned into a gem! Grab it and go through the other door.

Room 8: Put a gem on the right of the first pentagram. Put another on the left of the second and the centre of the third. Go down the ladder to...

LEVEL THREE

Room 1: Down ladder on the right.

Room 2: Open chest, get 50 gold and two fireballs. Go back up one ladder and down the other one!

Room 3: Use a fireball to kill the goblin on the left. Get the Protean Ring from his body. (NB. The bottle is poison.)

Room 4: Use Protean Ring to turn into a goblin. Sneak past the other goblin and get three troll bombs and 50 gold pieces from the chest. Take the ring off so you can climb the ladder, return to room two.

Room 2 (again!): Kill troll with a fireball. Take the ritual knife from the dead body. Go through door.

Room 5: Speak to the goblin king, then up the ladder.

Room 6: Up a few spaces then left to collect the gem. Up another few spaces, right a bit then forward to the wall. Follow the wall and down the ladder.

Room 7: Throw ritual knife when near the trolls. This will keep them occupied for a while. Leave via the top door.

Room 8: Get the magic muscle potion after paralysing the trolls with a troll bomb or two! Leave by the left door.

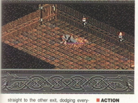
Room 9: Drink magic muscle potion and

RTAL

either fight the troll or paralyse him with any remaining bombs. Have a sleep. As soon as you wake, go toward the fountain. When it glows purple, walk into the light and drop the gem. Magic! You're teleported to the exit to...

LEVEL FOUR

Room 1: As soon as you start, dodge the trolls' blows until the barbarian helps you. Talk to him and he hands you a magic carpet. Exit through the top metal door.
Room 2: Immediately activate the carpet. Be careful! Dodge all the fireballs and flames. Make your way past the door until you find Ana's ring. Go back to the door. Remember to get off the magic carpet!
Room 3: As in room two, activate the magic carpet as soon as you enter. Go



straight to the other exit, dodging everything. Deactivate the carpet and go through the door.
Room 4: Sleep on straw, go down ladder.
Room 5: Kill the two trolls and down the ladder you go!
Room 6: Talk to the nice looking woman who's trapped. Give her the ring and she's free! She gives you another ring. Now down the ladder — after a quick snog!
Room 7: Put a ring on each hole then walk round the circle in a clockwise direction. A few times should do it. The exit should appear. Go down to...

LEVEL FIVE

Room 1: Collect the egg then out through the door.
Room 2: Speak with the goblins to unravel their plan. Walk through the bottom door.
Room 3: Pay the trader 60 gold pieces for the potion then exit.
Room 2: Go to the little crack in the wall behind the goblins and drink the shrinking

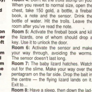
■ R-TYPE (MS)
For invincibility, turn your system off and plug in both controllers. Push bottom-right and button [1] on controller one and top-left on controller two. Keep them held down and turn the system on. Release the pads when the demo screen appears.
Ian Winn

■ ENDURO RACER (MS)
To choose any level, press Up, Down, Left, Right.
Sean Rowbottom, Paignton

■ ACTION FIGHTER (MS)
Instead of typing in your name, write DOKI, go to Skip, then type PEN. You'll have A, B, C, D, the car and rocket fire.

■ NINJA (MS)
On Level Four, just run through the whole level (collect the scroll) and when you get to the end, turn around and fire. You'll receive huge bonuses.
Justin Hazeldine, Dover

potion. Charge through the small gap.
Room 4: Don't let the trolls stomp on you. When you revert to normal size, open the chest, take 150 gold, a bottle, a fireball book, a note and the sensor. Drink the bottle of water. Hit the trolls. Leave the room after you've read the note.
Room 5: Activate the fireball book and kill the lizards, one of whom should drop a key. Use it to unlock the door.
Room 6: Activate the sensor and make your way through, avoiding the worms. The sensor doesn't last long.
Room 7: The baby lizard hatches. Watch out for the slime. Make your way over the pentagram on the far side. Drop the bait in the centre — the flying lizard lands on it. Exit to...
Room 8: Have a sleep, then down the ladder to...









LEVEL SIX

Room 1: Whichever hole the spider's legs appear at, go through the other one!
Room 2: Avoid the webs. To get the spider, close in until she rears up then burn away. After she stops webbing, close in as fast as possible to fight her. When she's defeated, go down the ladder.
Room 3: More webs to avoid. Get the booze and pour it on the chest. Collect the gold and a Levitate spell. Down the ladder.
Room 4: Activate the Levitate spell as soon as you climb down. Hurtle down the passage, dodging any big mounds. The spell wears off so climb the ladder.
Room 5: Sleep, then down the other ladder to...

LEVEL SEVEN

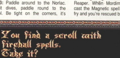
Room 1: Kill the nasty troll. Talk to Dunric and gain more info on Mordimar. Go down the ladder after being given Magnetic, Statue and Sonic spells. (Strewth, he gets everywhere! —Ade.)
Room 2: Kill the barbarian. Have a rest on the hay. Down the ladder and hop on the barrel in...
Room 3: Paddle around to the Norlac. When it dives, paddle round to the whirlpool. Be tight on the corners, it's essential! One wrong move and the Norlac will have you for breakfast! Go down the whirlpool and you arrive at...

LEVEL EIGHT

Room 1: Open chest and get 50 gold, fire protection and six Blinker spells. Down the ladder.
Room 2: Walk straight across to the left. Fall down the gap.

FACING THE DRAGON

Activate Blink spell. Use all six to avoid getting fried. Now use fire protection to avoid the dragon's long flame. Use the amulet and Mordimar appears (when the dragon's tired). Activate statue spell — use three to avoid lightning. Activate Sonic spell. Activate statue spell to avoid two more lightning strikes and the Grim Reaper. When Mordimar's used his bit, cast the Magnetic spell. Watch Mordimar fry and you're rescued by a goblin!





F-22

This ace flight sim gets the full workover, courtesy of **Ram Corbin** from **London**. A plethora of hints and tips well worthy of a £50 voucher. Well Done, Ram!

Landing your F-22

As you begin your descent, remember to stabilise the horizon otherwise your approach is immediately spoiled.

Guided Missiles

Maverick missiles need to be manually guided to their targets. Unfortunately, these missiles aren't very good at moving in any direction other than forward! That being the case, always move the target into the centre of the crosshairs before firing.

Using Mavericks on airborne targets isn't a good idea. Only try this as a last resort.

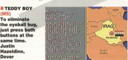


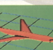
F-22 Damage

It's quite difficult to keep track of damage. Use the pause screen to check how badly damaged your plane is. Call in the tanker for refuelling and repairs.

Refuelling Action

Initially, docking and refuelling's a difficult task. The key is to finish the preceding mission with the horizon perfectly level: you begin the next mission at the same angle. If level, you're automatically behind the tanker. Just accelerate and you refuel before you know it!







Air-to-air Action

Remember that unless you cheat, missiles are always limited. Use your cannon for the majority of targets. Enemy choppers have the thickest armour — keep some missiles ready for them.

Combat itself is quite simple. Just follow the red box until it's in the centre of the screen and when the sight's green, open fire. If a burning fighter's nearby, adjust your aim so bullets fly straight into your opponent. BOOM!

The Ace's Challenge

The Ace's Challenge is the most incredible test of air-to-air combat skills. The four most dangerous pilots take to skies, challenging you to destroy them by cannon alone!

Try this password to get you right there: MHD1M3.

Save your cannon fire. You only have 300 rounds per ace.

The **Iraqi** Ace flies a Mig 21-2. His slow speed and clumsy handling should soon have him in your sights. Should the word 'BREAK' appear, barrel roll.

The **American** Ace is the deadliest of all! Scarpering is probably the best tactic! Use the breathing space to get him in your sights.

The **Korean** flies a dangerous Mig 27. If you just follow the red box, you find yourself pointing at the sun. When blinded, he blows you out of the sky. Just thrust away from him then turn to face the plane. Your F-22 can take more damage than his Mig.

Flying a deadly Mig 29, the **Soviet** Ace is really fast. If you choose to follow your computer radar to catch this guy, you'll feel the effects of red- and black-outs. Use the same tactic as described with the Korean. Barrel roll as you face him, cannons blazing.

If you don't want to follow Ram's method, Binu Mohan **from** Wiltshire **sent in these mission codes:**
Aces: MH01K1; Korean: BI0F8P; Iraqi: GTGE8V; Russian: KSQGIV; American: 6PGE02



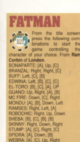


■ TEDDY BOY (MS)
To eliminate the eyeball bug, just press both buttons at the same time.
Justin Hazeldine, Dover

■ ELEMENTAL MASTER (MD)
By pressing [A] and Start simultaneously, the options screen's at your disposal.
Richard Wadiun, Wrose, Shipley

■ LUCKY DIME CAPER (GG)
Press Down and [1] on the continue screen for infinite lives!
Nikhil Kapur, Altrincham, Cheshire

■ DEVIL CRASH (MD)
To get to the last level use the password 5VENAXUEMN.
Perry Stacey, Wimbledon



FATMAN

From the title screen, press the following combinations to start the game controlling the character of your choice. From **Ram Corbin** of **London**.

BONAPARTE: [A], Up, [C]
BRANZAL: Right, Right, [C]
BUFF: Left, [C], [B]
EDWINA: Left, [B], [C], [C]
EL-TORO: [B], [C], [A], UP
GUANO: Up, Right, [A], [B]
MC FIRE: Down, [C], Right
MONDU: [A], [B], Down, Left
RAMSES: Right, Left, [A]
ROBOCHIC: Right, Up, Down
SHEBA: [B], [C], [B], [B]
SKINNY: Right, Down, Right
STUMP: [A], [C], Right, [C]
SPIDRA: [A], Down, [B]
WEBRA: [A], [C], Up, Right
WEEZIL: Down, Right, Up

■ **RINGSIDE ANGEL** (MD) **To fight yourself(?!), choose Cuty Suzuki and hold button [A] while pressing Start on the fighter select screen. Lee Davies, Lancs**

■ **JOHN MADDEN '92** (MD) **For playoff 2, Phil v N York, DXRXML18. Playoff 3, Phil v S Fran, DY6070P9. Playoff 4, Phil v Miami, DY6313ZD. Barry Ward, London**

MEGA DRIVE MADNESS!

This box of booty comes courtesy of **Dean Sawyer** from **Orpington, Kent**.

CURSE Reset then hold down [A] and Start for a level select.
MARVEL LAND For a level select, enter the password ARDE.
ONSLAUGHT Enter zeros on the password screen. This completes nearly all the map and leaves you free to defeat the remaining temple guardians.
SHADOW DANCER Press [A], [B], [C] and Start on the title screen for a level select.

SHINING IN THE DARKNESS

This superb RPG's beasties get the full workover by tips impresario **Steven Bailey** of **Mid Glamorgan**.

Level I Monsters

Slimy Ooze: These inflict only one hit point and often miss!
Cave Slug: A little harder to oust than ooze.
Pitworms: Easy, have a nasty bite and sometimes hoard objects.
Man Apes: Hit them hard and they flee!
Dark Jelly: Tough and dangerous, run away from them!
Dark Bats: Tough and easy to miss.
Killer Bees: Deadly! They attack with teeth, claws and poison. You need the Depoison spell to get rid of these...
Kaiser Krab: Rough and dangerous. They can cause 30–40 hit points.



WONDERBOY 3: DRAGON'S TRAP

Paul Lucas of **Glasgow**'s a fan of this game, so much so he's sent a wad of hints and tips to help you along. When the option screen appears, enter WE5T-ONE then exit. You now have every weapon, shield, piece of armour and charm stone.

Go to the second door and enter. Once inside, jump and smash the block to your left. Collect the question mark and enter the door which appears. You land on a platform and change into a lizard. To change again, just jump and when you land you'll be a mouse. Jump as many times as you want to change.

When you've selected your player, come out. If you want to get to the first dragon, stand under the block you smashed and push up. A door appears. Enter and you'll meet the Mummy Dragon. The lizard is the best character because he spits fire.

To get to the last dragon, go into the room that allows you to change into Hawkman. Leave through the door that brought you into the passage. Outside, fly up the front of the tower until you reach the door. Fly left but don't drop from the screen.

Fly until you reach a door surrounded by squares. Smash 'em and go through. In this room, select the Magic Sabre. You can create blocks in the empty square. Try blocking the middle row first, then smash 'em with the Thunder Sabre. Collect the question mark and go through the door that appears.

You're now in the dragon's domain. Go through the castle door and fly along the corridor. Avoid the fireballs. Fly up the chimney-type passage. From then on, things are quite simple.

When you go through the door that changes you from a hawk to a lizard, you MUST select the mouse to go through the mouse-block passage.

Watch the ninjas and goblins. Some walls are hollow — they're the only way past certain beasts. Collect all the hearts, they're essential.

If and when you reach the dragon, attack him when he's on the ground. Avoid the fireballs.

DEAN'S A WONDERBOY!

Dean Sawyer of **Orpington** strikes again, this time with MS **Wonderboy** tips!
WONDERBOY 2 Use these directions at the intersections: D, D, R, L, D, R, D, R, U, U, L, U, L, D, R, D, D, R, D, D, D, L
WONDERBOY 3 Codes: Mouse Man 9WE5JH4AG32EEN. Piranha Man G1Y4R60ERAV51R. Lion Man 7CJFJKR90YNLDG. Hawk Man FK8XJY5DJ521VW.

FANTASIA

Sam Adams of **Warwickshire** sent in this tip for Level Two of this colourful little game.

Use a small magic spell to kill the egg and dodo. Walk along a bit, bouncing on snakes as you go.

You'll see a hill with a foot stamping on it. Dodge it, take out your Mig 29 and fire until it explodes.

The bonus room's big, with three notes in it. Go all the way through, collect as much as possible. Exit and repeat till you have loads of lives and so on.

I've had loads of requests for more *Sonic* tips. As I like to please the masses, here they are! You've got **David Harvey** from **Watford** to thank for this extravaganza. He asks if any of you game freaks can beat his time of 19 seconds for the first act of Green Hill Zone.

These tips show how to get every extra life and where to find the chaos emeralds — just what **Paul Hatchett** in **North Humberside** wanted. Happy hunting, Paul!

LOCATING LIVES!

GREEN HILL ZONE Act 1
After the first set of spikes, walk right till you come to a palm tree next to ten rings. Hidden in the palm tree is the extra life. Stand under the leaves of the tree and jump. The extra life falls down.

GREEN HILL ZONE Act 2
When you first touch water underground, push left until you walk into a wall. Hold down left and jump. You disappear into the wall and reappear in a room containing an extra life.

GREEN HILL ZONE Act 3
Jump the first set of spikes and fall down the second. Walk right and you'll find an extra life.

BRIDGE ZONE Act 1
When you arrive at the second weighted see-saw, build height, push right and you'll land on a higher platform with an extra life on it.

■ PIT FIGHTER (MD)
Start the game in one-player mode and fight your way to Level Eight. Pause the game and plug in your second joypad. You get an extra three credits!
Binu Mohan, Chippenham

BRIDGE ZONE Act 2
After the first power-up arrow box, there's a short bridge. Walk to the end and fall off. Floating on the water is an extra life.

BRIDGE ZONE Act 3
Easy! Just push the left D-button as soon as the level starts. Bingo! There's an extra life!

JUNGLE ZONE Act 1
There's an extra life on the water. Fall, but to get it you must jump onto the platform below the extra life. Drop onto the next platform and jump up one place. Turn left and jump across twice to collect the extra life.

JUNGLE ZONE Act 2
You find the life by completing the Act — but be careful of the spring hidden beneath it!

JUNGLE ZONE Act 3
Jump onto the first vine and walk off the edge into the water, where there's a hidden extra life. Don't walk past it as you'll fall off the edge and die.

LABYRINTH ZONE Act 1
When you leave the water for the last time, there are ten rings. To the left of the rings



COLLECTING CHAOS EMERALDS!

Emerald 1: GREEN HILL ZONE Act 2
When you find an upward-facing spring with a palm tree on the right, don't jump on it, go left into the cave instead. Kill the two crabs by rolling toward them. Walk left then drop down the waterfall. The emerald's on the right.

Emerald 2: BRIDGE ZONE Act 1
Just before the second collapsing bridge is a spring. Below this is the emerald. Stand on the first section of the bridge and as it drops push left to get the emerald.

Emerald 3: JUNGLE ZONE Act 1
At the second waterfall, jump on the log and wait until you touch the water. Jump to the left onto a platform. Walk left and you'll land on a log. Push left and the log will float across. Get the emerald and jump back on the log. Push right. This is handy 'cause you can walk all the way along the bottom of the level, almost to the end!

Emerald 4: LABYRINTH ZONE Act 2
At the end of the level, collect the invincibility icon. Keep going, but be quick so invincibility doesn't run out before you jump on a set of spikes. Hidden among them is a chaos emerald.

Emerald 5: SCRAP BRAIN ZONE Act 2
When you can go up or down, choose up. When you get to the top, jump across the gaps. Drop down the last gap and walk right into the room. If you use the teleport pad, you're taken to the room with the emerald.

Emerald 6: SKY BASE ZONE Act 2
When you've collected the extra life, you should see another yellow platform to the right. Jump across and keep changing platforms. You're carried to the emerald. When you've grabbed it, walk into the chain to find the route through.

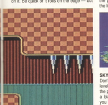


is a button. Step on this and the rings turn into a life.
LABYRINTH ZONE Act 2
When you reach the first air supply, walk left and drop down. Shoot when you touch the bottom. Walk left to find the extra life.
LABYRINTH ZONE Act 3
Jump on the spring. When you hit the roof, push the left D-button and land on the platform. Jump past all the spikes and you'll find an extra life.
SCRAP BRAIN ZONE Act 1
The second conveyor belt has an extra life on it. Be quick or it rolls off the edge — but don't follow it down!
SCRAP BRAIN ZONE Act 2
When you have the choice of going up or down, with the extra life to your left, go down. Walk right, off the edge. When you touch the bottom, there's a choice of two teleport pads. Use the left one to teleport to the room containing the extra life.



SCRAP BRAIN ZONE Act 3
On the right of the first conveyor is a spring. Jump up and hold the right D-button. Jump on the next spring and hold down the right D-button again. Continue right and drop down the hole. On the left there's the room containing the extra life.

SKY BASE ZONE Act 1
When you come to a gun firing in a north-westerly direction, there are nine rings on a platform. Walk right but don't jump up to the platform. Just fall, you should land on the life!



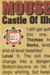
SKY BASE ZONE Act 2
Don't climb the ladder at the start of the level. Walk left until you reach the end of the platform. Drop off the edge and land on a black and yellow platform. This carries you under the airship. As soon as you see another platform, jump on it. It takes you to a ladder. Climb this and there's an extra life at the top.

■ **CYBERBALL (MD)**
The code for the Superbowl is 65BB BX11 BFEX
Wayne Fox, Kettering

■ **REVENGE OF DRANCON (GG)**
For level select, press Down, Start then Up to choose a level.
Binu Mohan, Wilts

■ **ALEX KIDD IN MIRACLE WORLD (MS)**
I've had a lot of queries about the five pink blocks in Lake Deep and in which order to walk over them. The sequence is: Sun, Water, Moon, Star, Sun, Moon, Water, Fish, Star, Fish.
Dan Purvis, Bolton

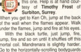
■ **OUTRUN (GG)**
For invincibility, switch on the GG, press left, buttons [1], [2] and Start simultaneously. You should hear a different chime and go straight to the music/transitio n select screen. You can now drive through cars and still drive when time's run out.
Richard Phipps, Sutton Coldfield



MICKEY MOUSE Castle Of Illusion

I still get quite a few tips for this one. Here, **Ben Thomas** from **Newbury, Berks**, lends a hand with end-of-level beasties!
Level 1: The evil tree person can change into a dangerous whirlwind. Bottom-bounce on his head when he stops whirling, but keep close. This is the only way to avoid his deadly leaf attack.
Level 2: When the puppet jumps out of his toy box, simply avoid the jewelled rain. Bottom-bounce on his head.
Level 3: When the monster-size chocolate bar bangs the wall, you can pick up one of the blocks and throw it to cause some damage! Wait until he's moved before you throw, otherwise your efforts will be wasted.
Level 4: This huge book's just too big to be effectively bottom-bounced! The letters he spits are the key to success. Simply jump on the letters and bottom-bounce his head. You should gain enough height to give him a splitting headache!

SHINOBI



Lots of people sent in tips for this one. Help is at hand courtesy of **Timothy Frost** of **Surbiton, Surrey**.
When you get to Ken Oh, jump at the back of the wall when the flames appear. Walk under the flames, jump and fire at his eyes.
With the black turtle, just jump, fire, jump, fire and so on until it shuffles off this mortal coil. Mandrenara is slightly harder. Go to the horizontally-scrolling bodyguards and rapidly press both buttons at the same time. When you're attacked by the lobster, tease him so he uses his sword. Jump and fire until he dies. When the evil ninja is in jump/kick/punch mode, jump on him and when he's in the corner, kick and fire at him quickly.

NINJA GAIDEN

This was well received in Issue One. **Keith Sykes** and his mate (who's uncannily called Keith) have sent these tips from sunny Edinburgh! How to kill all those end-of-level beasties...

Level 1: To kill the guardian, walk close to him and look away. He lifts his club. Turn back quickly and hit his stomach. Repeat several times.
Level 2: Wait until the top funnel fires then hit the men.
Level 3: Walk beside him, hit him then jump. Hit, jump, hit, jump etc — just keep going!
Level 4: Jump up at him, but keep moving along the bottom. Walk beside the three ghosts and hit them as they shoot over your head. Jump on top of 'em and go right. Collect the three-way shooter. As they circle, use your new weapon to hit them.
Level 5: Complete the level as quickly as possible to give extra time to fight the guardian. Dodge the laser, jump and hit him.



■ **VERYTEX (MD)**
Pause the game and hold down [A], [B], [C] and wiggle the joypad. Unpause and you should have a shield. This can be repeated as many times as you like. You may even get an extra life!
Wayne Fox, Kettering

■ **ALESTE (MD)**
For level select, reset the machine on the title screen. Hold left while entering option mode. For full power-ups, pause the game then enter [B], [B], [C], [B], [B], [C], Up, Down and a button. Extra options: pause the game, press Up three times, Down three times, Left three times, Right three times, [C], [C], [B].
Peter Lawrence, Reading

MIGHT AND MAGIC

Steven Bailey from **Mid Glamorgan** has sent me oodles and oodles of tips. More of them next month, but as I've had a few queries regarding this fab RPG, I thought we'd have a look at these hints. Take it away, Steven!

Use the broom and the orb to visit the greatest fountain, located at 11,9 in region E2. Set Lloyd's beacon there then fly to town and save the game.

Visit the two fountains in region C1, they enhance spellcasting ability. They're located at coordinates 1,5 and 1,11.

Cast Lloyd's beacon and drink from the greatest fountain. You now have a party with incredible abilities. These enhancements are only good for one encounter.

Use the broom and orb to go to coordinates 1,14 in region D3, there you encounter the Monster Masher and Lich. All characters should attack the Masher, except the Cleric who should cast Holy Word on Lich. When the battle ends, free the hireling to receive enough experience points to raise your characters to the 13th Level.

You earn quick experience and gold by fighting in the battle arenas. Always save before and after a battle. The best rewards are from fighting black ticket battles in Atlantium.

Delete every character except Sir Felgar. Trade his gold with your knight. All of your party should have an accuracy of 17-plus. Create party. The most attributes you should have are speed and endurance. Knights should have a high might score. Atlantium is the best trading centre.

You can get to Level 13 via Six. Buy the teleport orb and witch's broom. Retrieve the Holy Word spell from C1 and Lloyd's Beacon from Corak's Cave.

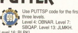
When you rescue Mr Wizard, he has all spells on offer.

Spellcasters may receive spells through training. Some can also be bought at the Mage Guild and Temple.

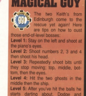
Immediately you reach Castle Pinehurst, visit Peabody and help find his assistant. You can now travel to Castle Xabran. You must win the black triple crown and the Juror's quest before Queen Lamanda grants you an audience.



PUTT AND PUTTER



Use PUTTSP code for the first three levels.
Level 4: OBNAR. Level 7: SBQAP. Level 13: JLMKH. Level 16: BLPKI.



MAGICAL GUY

The two Keith's from Edinburgh come to the rescue yet again! Here are tips on how to oust those end-of-level bosses:
Level 1: Stay on the left and shoot at the piano's eyes.
Level 2: Shoot numbers 2, 3 and 4 then shoot his head.
Level 3: Repeatedly shoot bits until they stop moving; top, middle, bottom, then the eyes.
Level 4: Hit the two ghosts in the middle then the ship.
Level 5: After you've hit the balls he starts darting about. Dodge and shoot.
Level 6: Collect the time icon and use it to shoot the head.



ROLLING THUNDER II

Umran Ali is a fan of this game. He sent me the level passwords for you to play with! How kind!

1b: A rolling program smashed the genius
2: A magical thunder learned the secret
2b: A curious rainbow learned the future
3: A natural fighter created the genius
3b: A magical isotope blasted the device
4: A rolling nucleus smashed the neuron
4b: A private leopard punched the neuron
5: A curious program punched the powder
5b: A slender fighter elected the genius
6: A logical leopard blasted the secret
6b: A digital rainbow muffled the secret
7: A private isotope desired the target
7b: A logical thunder smashed the powder
8: A natural rainbow elected the future
8b: A rolling machine desired the future
9: A magical machine muffled the killer
9b: A slender nucleus blasted the target
10: A digital nucleus punched the device
10b: A curious isotope created the killer
11: A private thunder created the powder



PSYCHO FOX

Anthony Carr of **Carlisle** sent in this huge tip — and very good it is too!

On the first level, go up and onto the whiplash pole. Kill the creatures at the top and collect the potion to change into a tiger.

Go to the very top platform, kill the creature and take a long, running jump onto the springboard. Bounce on the platform, collect the money and extra life.

Go onto the platform above and take a running jump off. In the air, position Psycho Fox so he's above the centre of the cloud. You land next to the water.

Put the invincibility shield on and hop across the water. Jump onto the platform above and launch Bird. He flies off the end of the platform and hits a warp in the sky. If he hits it three times the warp opens.

Jump into it. Run along and down the slide. You should find a pipe. Stand on top of it and push down. You're now at the first section of the seventh and final level. The rest's up to you!

SWORD OF VERMILLION

A thousand thanks to **N Hutchings** of **Harlow** for sending in this great tip for invincibility!

At the village of Hastings, travel east to a small cave (not in the hint book). Search the cave thoroughly and in the south-west section you should find a chest holding cursed Old Nick Armour.

Go back to the village as soon as possible and enter the church. Walk up to the altar as if to save the game. Now put on the armour. Speak to the priest and get him to remove the curse. Repeat this another five times.

If you note your AC level on the STR panel, it should drop down to the low hundreds before shooting up to 5000-plus.

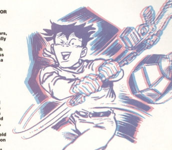
Take off the Old Nick Armour and replace with your best other armour. Your AC level should now be in the 2000-plus range, making you well 'ard! Even the toughest monsters are easily defeated!

■ **INTERSECTOR X (MD)**
When the continue screen appears, push diagonally Left and Up then [C]. Each time you press [C] you'll get a continue!

■ **SONIC THE HEDGEHOG (MD)**
When you've killed Dr Robotnik and Sonic speeds across Green Hill Zone, hold down [A], [B], [C] together. Keep them held for the duration of the ending and Sonic will do something a bit different!
Wayne Fox, Kettering

■ **TIGER HELI (MD)**
When the Game Over screen appears, keep pressing [C], [B] and [A] in sequence. You'll get lots of extra lives.
Robert Hall, Glossop

■ **POSEIDON WARS (MS)**
To continue, push Down three times, Right twice, Up twice and Left.
Christopher Howlett, Leeds



WORLD CLASS LEADERBOARD

Simon Sadler of **Newport, Gwent** is the next Arnold Palmer! Here are his tips to keep you out the bunkers!

Novice: Go with the computer club selection but check each club's distance in the manual: you may not need full power. On chips from eight to 40 yards, use the Punch feature. Press button [2] and [1] and your shot goes much lower and shorter.

Amateur: Use the Hook/slice indicator. For a straight shot, stop the indicator in the centre. Putting is the same as Novice.

Professional: Putting's different. The foot marker's taken away so you must decide where to stop the indicator. Putting needs to be near perfect and you must stay on the fairway!

STUCK IN A RUT!

Gareth Jones from **Hoddesdon** needs help to kill the last Neo City boss on GG *Shinobi*: what colour Shinobi should he use? Let me know as soon as poss.

Chris Peart from **Devizes** wants to know how to break into the pink box on Level Five, Mt Kave, of *Alex Kidd in Miracle World*. All ideas would be most welcome.

Andrew Hill from **Chester** can't fathom out what to do when he comes face-to-face with Janken the Great in *Alex Kidd in Miracle World*. He beats him on the Janken match, but what should he do next?

Thomas Bush from **London** keeps getting squashed by the wall in Transylvania on *Quackshot*. It's easy! Just use the red plungers to get up the wall.

Sanjay Sharma has problems killing the gem guardian in the Dessert Factory of GG *Castle Of Illusion*. Help before another ***SF*** reader goes insane!

Mr Shanley can't work out the fifth scene, first round of *Operation Wolf* on the Master System. He picks up injury rate but can't continue with a clear rate. Make an annoyed man very happy and send me the solution.

If you think you can stop some or all of theses poor souls from giving up on life, drop me a line. Mark your envelope 'STUCK IN A RUT'



DONALD DUCK'S LUCKY DIME CAPER

Help with the first two levels from **Lee Shepley** of **Stalybridge, Cheshire**. Of the two weapons available, the hammer's the best because it's easier to control. If you lose it, it can be regained by jumping on baddies.

LEVEL 1: Try and reach the end with four stars in the top left of the screen. This gives more speed to the hammer. When the bear attacks, hit him four times or jump on his head.

LEVEL 2: At the end of the level, stand on the left-hand edge of the centre platform. As the lion leaps onto this, jump in the air and land on its head. Do this eight times.

SPACE HARRIER

Jonathan Hobson from **Camberley, Surrey**, is looking for fame and fortune with these level codes for the ace GG game:
Stage 2: EAGF; Stage 3: CHFA; Stage 5: DGBC; Stage 6: HBGA; Stage 7: FBHA; Stage 9: BFCH

EA HOCKEY

A great ice hockey game, this. **Steven Bailey** from sunny **Mid Glamorgan** spills the beans.
Skating horizontally across the goal before shooting catches the goalie off balance.

Aim your shots at the corner of the goals. If you shoot without aiming, the goalie's more likely to make a save.

Don't take slapshots right in front of the goal. This gives defenders time to knock the puck away. Take them just inside the blue line.

You're more likely to be clobbered by the defence if you hold onto the puck for too long.

Try these codes:
BNWBDFBT6CNM6MG6
BN1GY745BBOXLWFS
BN6L3NDBP5LSDYNG
G77JH232FVNT45R5
G77H502GK9VHWDPO

BUBBLE BOBBLE

Everything you ever wanted to know about this brill game but were afraid to ask! **Richard Mills** from **Liverpool** wins a £50 voucher for his tips extravaganza.
On Levels Ten, 50 and 90, don't forget to collect the three crystals, you won't get past 100 otherwise.

A cheat gives you a peacock feather, a pair of sneakers, three candy sweets and three extra lives. Press pause on the options screen (the border should turn blue) and move the bubble to Password. Slowly and firmly press button [1], Left, Down, Up, [1], Up, [1], Up. Unpause and away you go!

Here are the passwords for the first 150 levels:

1:IEWGKNY7 2:IEQGA394 3:IEVGJ-DUS 4:IEZGIOXR
5:IESG5UDV 6:IERG6XOZ
7:IE7GMYNW 8:IE4GB93Q
9:IEXGPRZO 10:IEUGTSVD
11:IE9GJ4QS 12:IEYGI7WR
13:IE3G5Q4V 14:IENG6W7Z
15:IEOGGZRX 16:IEDGBVSQ
17:IEMXPNEP 18:IEBXA3LA
19:IE5XFDHF 20:IE6XCOGC
21:IEJXLUTL 22:IEIXEXPE 23:IEKX-GYCG 24:IEAXH9FH
25:IEGXKR6K 26:IEHXAS5A
27:IELXJ4BJ 28:IEEXI7MI
29:IEFX5QA5 30:IECX6WK6
31:IEPXGZIG 32:IETXHVJH
33:IEQHKN94 34:IEVEA3Y7
35:IEZHJDXR 36:IESTIOUS
37:IERH5UOZ 38:IE7E6XDV
39:IE4HMY3Q 40:IEXAB9NW
41:IEUHPRVD 42:IE9ETSZO
43:IEYHF4WN 44:IE3TC7Q3
45:IENHLQ7Y 46:IEOEEW49 47:IED-HGZSU 48:IEWAHVRX
49:IEBUKNLA 50:IE6UMDGB
51:IE6UJDGI 52:IEJDIOHJ
53:IEIUPQKT 54:IEKY6XT5
55:IEAUFZJC 56:IEG4I9CJ
57:IEHUPR5T 58:IELYTS6P
59:IEEUF4MC 60:IEFDC7BF
61:IECULQKE 62:IEPYEWAL
63:IETUGZJH 64:IEM4HVIG
65:IEVLKNUS 66:IEZLA3XR
67:IESPJDY7 68:IERPIO94
69:IE7L5UNW 70:IE4L6X3Q
71:IEXKMYDV 72:IEUKB9OZ
73:IE9LPRQ3 74:IEYLTSWN
75:IE3PF4ZO 76:IENPC7VD
77:IEOLLQRX 78:IEDLEWSU
79:IEWKGZ49 80:IEQKHV7Y
81:IE59KNHJ 82:IE69A3GI 83:IEJO-JDEK 84:IEIOIOLA
85:IEK95UCM 86:IEA96XFB
87:IEG7MYT5 88:IEH7B9P6
89:IEL9PRBF 90:IEE9TSMC
91:IEFOF46D 92:IECOC75T
93:IEP9LQIG 94:IET9EWJH:
95:IEM7GZAL 96:IEB7HVKE
97:IEZEKNXR 98:IESCA3US
99:IERTJD94 100:IE7CIOY7.

A special password for Level 100, which transports you to the level with the three crystals you need to get past it: RY7CQK65.
101:RY4E7BJI 102:RYXIDGCF
103:RYUA3EPT 104:RY9INLTP
105:RYYEVIMB 106:RY3CYFHG
107:RYNTXTLE 108:RYOCUPEL
109:RYDEOHFC 110:RYWI4MIJ
111:RYQAS6KA 112:RYVIR5AK
113:RYJ3VIWQ 114:RYIJZJQU
115:RYK3WAVZ 116:RYA3QKZV
117:RYGSOH3H 118:RYHSDGN3
119:RYLS3EOD 120:RYESNLDO
121:RYF39CXU 122:RYC3YFUX
123:RYP3XT9Y 124:RYT3UPY9
125:RYMS7BSR 126:RYBS4MRS
127:RY5SS674 128:RY6SR547
129:RYSFVIAK 130:RYRFZJKA
131:RY7FWAIJ 132:RY4FQKJI
133:RYXJOHEL 134:RYUJDGLE
135:RY9J3EHG 136:RYYJNLGH
137:RY3F9CTP 138:RYNFYFPT
139:RYOFXTCF 140:RYDFUPFC
141:RYWJ7B65 142:RYQJ4M56
143:RYVJS6BM 144:RYZJR5MB
145:RYINVI47 146:RYKDZJ74
147:RYANWARS 148:RYGZUP3N
149:RYHROHY9 150:RYER3EUX

GHOSTBUSTERS



How to kill the guardians, courtesy of **Steven Bailey** from **Mid Glamorgan**.

Level 1: Home Sweet Home

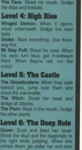
Top Hat Spook: Shoot diagonally and hit the spook in the eyes. When it splits, shoot the bottom half first.
Ball Spectre: When it sheds its scales, shoot its lower body.

Level 2: The Apartment

Crystal Rock: Shoot his head. When it swings, duck!
Woman Ghoul: Avoid her fire. When she reproduces, shoot the one that's affected.
Frosty the Snowman: Blast his head and jump to avoid the mini ghouls.

Level 3: Woody House

Dragon: Jump when he first appears. Crawl toward him and fire.
Fire Freak: Shoot his head. Watch out when he curls up and fires.
Fire Face: Shoot his mouth. Dodge the drips and fireballs.



Level 4: High Rise

Winged Demon: When it opens, shoot underneath. Dodge the laser bolts.
Snake: Blast everything. Use three-way fire.
Mr Stay Puft: Shoot his nose. When his eyes turn blue, get in-between them. When they're red, run like crazy!

Level 5: The Castle

The Ghostbusters: When they walk toward you, jump over them and shoot the marionette.
The Witch: Shoot her head and dodge all attacks.
The Plant: Blast in the mouth. Dodge the other plants.

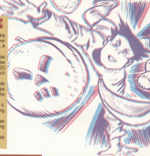
Level 6: The Deep Hole

Gozer: Duck and blast her head. Shoot the skull and fire diagonally to the right while jumping. When she comes down, go under her and onto the mound. Fire left while jumping. Repeat.
The best character is Ray Stantz. The best weapon is three-way fire.

FANTASY ZONE

To get a good start, quickly shoot two hamburgers, mother ships and collect the big coins. A shop should appear.

Enter and buy: big wings, back shot, double bomb and auto shot. Change to these new weapons, exit and keep buttons [1] and [2] pressed to kill everything. To reach each boss, kill all the mother ships.
Level 1 Boss: Go to the top-left, use double bombs and aim at his eye. When he jumps away, go to where he was and repeat the process.
Level 2 Boss: Two heavy bombs will kill it, or go into the top-left corner with homing shots and double bombs.
Level 3 Boss: Shoot off his facial features with a charged flash attack, or use homing shots.
Level 3/4 Boss: More flash attacks. Three heavy bombs should kill this baddy.



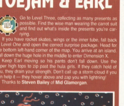
TOEJAM & EARL

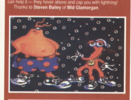
Go to Level Three, collecting as many presents as possible. Find the wise man wearing the carrot suit and find out what's inside the presents you're carrying.

If you have rocket skates, wings or the inner tube, fall back to Level One and open the correct surprise package. Head for the bottom left-hand corner of the map. You arrive at an island. Fall down the huge hole in the middle to enter Dimension X.

Keep Earl moving so his pants don't fall down. Use the super high tops to zip past the hula girls. If they catch hold of you, they drain your strength. Don't call up a storm cloud if you can help it — they hover above and zap you with lightning!

Thanks to **Steven Bailey** of **Mid Glamorgan**.











JOE MONTANA FOOTBALL

Select tails on the coin screen to win.
Paul Mason, Cleveland



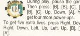
BUDOKAN

Steven Bailey from **Mid Glamorgan** has some advice on this strategic beat-'em-up.
Kendo: The jumping strike finishes off opponents.
Karate: Kicks do most damage. Keep a fair distance from your opponents.
Nunchaku: The triple strike's the best move.
Bo: Use the overhead spinning jump.

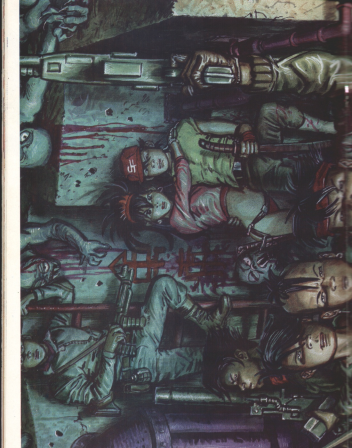
Goro Suzuki: use Karate
Eiji: Kendo
Jimi Doran: Bo
Shigeo Kawahara: Bo
Randy Wu: Karate
Testuo Okabe: Nunchaku
Amie Gustavson: Kendo
Hiroshi Shikeda: Nunchaku
Myuki Hirose: Bo
Ayako Maruyama: Kendo
Kazou Sakata: Bo
Tokage: Karate

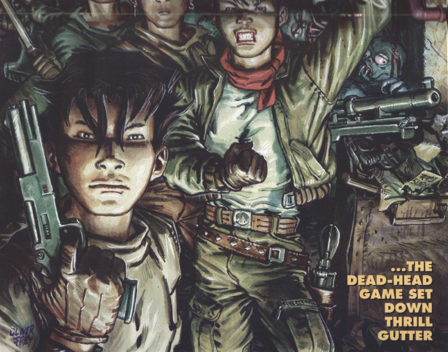
MUSHA ALESTE





During play, pause the game. Then press: [B], [B], [C], [B], [B], [C], Up, Down, [A]. You get four more power-ups.
To get five extra lives, press Right, Down, Right, Down, Left, Up, Left, Up, [B], [C], [A].




...THE
DEAD-HEAD
GAME SET
DOWN
THRILL
GUTTER
OLIVER FREY

WE ARE THE CHAMPIONS!

Win! Win! Win!

With SEGA FORCE and TECMAGIK



ATTENTION ALL MASTER SYSTEM OWNERS:

EVERY TECMAGIK CART RELEASED TILL THE END OF '92 COULD BE YOURS!

Yep, it's true! Those Brummies turned Cockney, **TecMagik**, have flipped their lids! They're so excited about the Master System's *Champions of Europe* their PR exec, Nikki Hemming, would give away her pet tarantula — if she had one!

Champions promises to be the greatest thing since Wolverhampton Wanderers won a welly-wangling competition! In other words, the finest soccer game EVER! The TecMagik crew have worked pretty damn hard to ensure it's both instantly playable and 100% atmospheric.

Features include a full size, eight-directional scrolling pitch, specially developed 'instinctive' control method, tackling and fouling, three playing surfaces, substitutions, onscreen intelligent referees and sudden-death penalty knockouts.

In fact, so much has been crammed into *Champions* we'd need to go into extra time to explain it all!

Games galore!

UEFA fever's upon us, so get some footy practise in while you can! Nikki promises to wash and iron your kits (how sexist! —Ed) — just glue 'em to the back of a sealed down envelope, addressed to *TecMagik*. (Only joking... or am I?!)

Champions Of Europe isn't the only game in Ms Hemming's booty bag. *Pacmania*, *Populous* and *Shadow Of The Beast* are also up for grabs.

Plus, exclusive to our winner, *New Zealand Story*, (when it's released), the brand, spanking new *André Agassi's Tennis* and a fabulous cartoon game (still pretty hush-hush at the moment!).

Five runners up each receive a cart of their choice, *Champions Of Europe*, *Pacmania*, *Shadow Of The Beast* or *Populous* — take ya pick!

SO, WHAT DO I HAVE TO DO?

Logical question, huh? Maybe roll around the kitchen on a beach ball? Complete a 300-piece jigsaw in the boot of a Skoda? No! Nothing as cinchy as that!

Answer the four well-'ard questions, which took several days to plan and research. The answers *could* be hidden on this page or in the *Champions Of Europe* preview. Then again, you may have to use your noddle and come up with the solutions all by yourself!

Send your entry to: WE ARE THE CHAMPIONS COMPETITION, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW, to arrive no later than May 14. Good luck!

1: What's the name of the official UEFA mascot?
A. Berni the Rabbit
B. Nellie the Elephant
C. Skippy the Bush Kangaroo

2: How many teams are featured in *Champions Of Europe*?
A. 28
B. 34
C. 40

3: Host country of the UEFA cup, Sweden will play in which colours?
A. Red and white
B. Black and orange
C. Blue and yellow

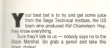
4: A future game from TecMagik features which sport?
A. Cricket
B. Tennis
C. Mud wrestling





By Marshal Rosenthal

Yo! You think Kid C is gonna be an easy trip? Check it out: 103 levels, 1877 screens, 46 alternate paths to the big ending. Who you gonna call? Well it ain't the Ghostbusters!



Your best bet is to try and get some juice from the Sega Technical Institute, the US team who produced *Kid Chameleon*. Hey, they know everything.

Sure they'll talk to us — nobody says no to the Black Marshal. So grab a pencil and take this down, dudes!

General Tips

The helmets found in each round have a reason for being there — the powers and abilities that can be used aren't just for show. The chosen helmet affects the difficulty and/or path the player must take to finish the round.

Quick tip: All levels succumb to the power of the Cyclone helmet, if it can be found.

Those diamonds shouldn't be overlooked.

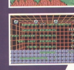


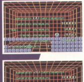
Right, so you've read the text and you're thinking, 'This is bloody impossible', well just to prove it isn't our mega gamesplayer Paul Mellerick has done it and here are the screen shots to prove it.



Blue Lake Woods II, to do this level in 22 seconds or less you must hit these hidden blocks. Hit two of them and a hole will appear in the wall by the well. Using the Kid you can jump up and somersault into the gap and away you go.







These screens give you your points, you need 100,000 to warp.

Don't just collect them, use them — their powers are awesome.

For example, the Iron Knight can add to his hit points by acquiring 50 diamonds. ManiAxe can gain an extra life with 50, Juggernauts can launch a special attack using five — the diamonds fly like bullets and take out everything in range. Eyeclops uses his beaming flashlight as a lethal weapon that damages enemies without having to approach them (cost: two diamonds).

Sometimes you may think you're stuck, with no way out. Look for the secret passage or invisible block that will allow you to escape, it's there somewhere.

Almost 90% of the game has areas where hidden prizes or helmets exist. There's at least one per round, often accessible through a secret passage. Finding these will help with the round.

Tips On Tough Rounds

Three of the rounds are real tough, so avoid them if you can't hack it. *Kid Chameleon* has alternate paths and what you need to do is:

WARRIOR PASS The Pinnacle: It's ten screens tall. All that climbing up and down can do you in. Avoid it by *not* taking the teleporter in **Dragonspike**.

BLACK PERIL Forced Entry: This one's a forced scrollaround that you can skip by taking the teleporter in the **Woods Of Despair II**.







Forced Entry is one of those continually moving rounds where the wall comes after you. This one is VERY tough. Fall down the first hole (above) then travel right as far as possible, up the bank and to the last hole (below). You need to fall down going right to left (as shown) because the flag is on the far left hand side. It's not impossible.

BLACK PERIL Bloody Swamp: Also a forced scroll around. Avoid by *not* taking the teleporter in **Blizzard Mountain**.

CHAOS MAZE Alien Twilight: Real tough unless you find one of the shooting helmets and use those diamonds to good advantage.

General Tips On Enemies

Enemies which charge at Kid won't move until he gets within a certain range. Learn when you're out of the safety zone.

Most enemies have predictable behaviour patterns that can be learned. Have patience and wait for the opportunity before responding.

Since some enemies reappear in certain areas, don't hang around anywhere or



backtrack a lot.

Some of the enemies are real dumb and can be driven to edges, where they'll fall off. But others know when to stop.

Special Warps:

There are three special warps experienced players will use to jump stages to get to 'meatier' stuff. The first lets you skip Stages One and Two.

Finish **Blue Lake Woods I** in 20 seconds or less. Leave all the prizes and don't get hit. Complete **Blue Lake II** in 22 seconds or less, again ignoring prizes and avoiding damage. (You do know about the hidden spikes at the start, which fire spikes at the blocks by the well?)

Now finish **Highwater Pass I** in 60 seconds or less without getting hit, then **Highwater II** in 27 or less, collecting no prizes and avoiding hits. Take the teleporter out of the round — you'll be in the first **Elsewhere** round.

Find the Cyclone helmet in one of the blocks at the top of the structure overhead and take the teleporter to **Under Skull Mountain I**. Here you'll find a room under the inclines on the right-hand side. Only Cyclone can fly into this room — and get the four 10,000-point blocks.

Your point level must be 100,000 or more. If so, a special warp takes you to **Black Peril**, Stage 3.

Warp Two's more involved. There's an invisible teleporter in the **Isle Of The Lion Lord** that will take you to the middle of Stage 2, **Dragon Fate**. It's pretty well hidden, but you can hack it.

Warp Three's also an invisible teleporter. This one's located in **Hoverboard Beach** and will transport you to the end of Stage 3, **Black Peril**.

Now for some specialised tips to areas which befuddle many players.

Warrior Pass: Under Skull Mountain I

After the first drop, climb up the right side of the screen. There are prize blocks at the top; one of them is a clock bonus. Invisible prize blocks can also be found above the ice ceiling on the second level of the round.

On the third level, there's a secret passage leading to a prize room on the right side, in the nook before the downward ramp. Try jumping over the flag at round's end — another secret passage's hidden here.

Dragonspike

Get a good running jump and take off across the broken bridge. Having faith will result in an extra life.

Stormwalk Mountain

Charge the steel blocks with the Berzerker helmet. Move as quickly as possible across the top of the mountain, as it's not good to be caught out on the surface when it starts to hail.

The fastest way through this round is to go all the way to the right then drop through the bridges. At the bottom, pick up the Berzerker and use it to break through to the flag.

Did you know one of the three prizes blocks near the flag contains a Red Stealth helmet? You can carry this helmet into the Boss round by using the Berzerker to break open the blocks to the flag then taking Red Stealth before tagging the flag.

Dragon Fate: Pyramids Of Peril

There's invisible prize blocks above the visible blocks at the start of the round. Duck and crawl across the moving platform that looks like it's going to crush you against the ceiling. To get them, a running jump at the start will take you to the blocks on the right.

Coral Blade Grotto

There's a secret passage at the very start of the round, in one of the steps on the right side. The top of the tunnel contains a bonus you'll want.

Taking the teleporter will restart you to the beginning of the round. If you go down the hole covered by the disappearing blocks you'll land by the end flag. Be careful entering the room on your left or you'll set off the blocks.

Black Peril: Cliffs Of Illusion

This round's designed for Eyeclops. Use the beam to shoot the enemies and reveal the hidden blocks. The beam lets you build bridges out of invisible blocks as well.

There are some prizes found by hitting the blocks about the moving platform. Crawl in under the blocks below the platform to find a clock. Remember enemies can be trapped inside the blocks and destroyed.

Caves Of Ice

If you start as Red Stealth, take a running jump into the ice column on the right. The blocks aren't what they appear to be.

If you start as the Iron Knight, tunnel your way down on the far left column of blocks. At the bottom is a hidden prize block containing a Micro helmet. Use it to climb up and go into the small opening on the right. Here the blocks contain an extra life, a Continue and a timer bonus. Keep in mind that there's always a second chance with the elevators. Just jump around until you find them.

Bloody Swamp

This forced scroll can cause panic. You must build up a lead ahead of the slowly moving blades of death. This means a run like crazy!

Near the end you'll have to take a running jump to cross the moving platforms,



After many hours play, you finally get to use the Skycutter helmet and boy is it difficult to use.

so going back a bit to generate momentum will help. Forget about picking up prizes and wait until the blocks disappear before setting off the spikes.

Chaos Maze: Hills Have Eyes

Jump to the top-right at the start to find three ten-diamond prize blocks.

To find the flag, take the lower of the two paths (the higher one leads to an **Elsewhere** round).

Alien Isle

Find the Micromex or Cyclone helmet and try and hang onto it, since it makes the round easier to finish. You don't need to use the elevators but the teleporters will help you if you get stuck.

Final Marathon

This baby's 25 screens long. Watch out for those steel blocks at the bottom, they're unstable. At the start, set off the bottom set of blocks first then take cover behind the steel blocks. Get the Hoverboard helmet and use diamond power against the enemies.

Once you get the Cyclone helmet, don't give it up! Lots of enemies will drop in front of you if you have the patience to wait.

And that's your lot, folks. Success or failure is now between you and your joypad. Get to it!







'Whoa, yes! A beat-'em-up — great!' Sorry, PAUL MELLERICK, Battle Master's an RPG. 'Aaaarrghh!!'

BATTLE

There's a real RPG buzz at the mo. A new one appears on the Mega-CD every two seconds and the trend's moving to the MD — no bad thing if they bring new ideas and easier control systems.

But first, as with every RPG, the essential realistic/complete fantasy scenario is a must, so here it is: The world — how did it begin? An age-old question still seeking an answer. All we've got to go on is the Book Of Aran.

The Book Of Aran states the Four Lords Of Creation shaped the world from the random dynamics of time and space (wake up at the back). This theory comes from Aran, 'Potentate of all magic', himself.

To cut out any more tripe, I'll get to the guts of it all. When Aran died, a thing called the Keystone Of Life was broken up (literally, not emotionally, you fools!) into four main pieces. Life eventually re-emerged and four races were created, commanded by kings who had pieces of the Keystone in their crowns.

These four races — dwarves, elves, orcs and humans — hated each other, and over the years they destroyed the landscape and buildings until, one day, a mysterious entity appeared (ooooh!).

Calling himself the Watcher, he spoke a prophesy that a hero would come to save the day and unite the world in peace and harmony (aahhhh!).

Now we've got the scenario out the way, let's get to the game.

As a starting option you choose from a selection of leaders and four characters from within each race. Each leader has various abilities and commands a varying number of soldiers.

These soldiers supposedly follow the leader and help in combat. But each has different attributes and some tend to wander. Look after them!

Travelling from village to village, you must discover different items, interacting (if possible) and killing (yeah!). If you've chosen a leader who has a faithful army (between one and four), these troops will follow your lead.

During the game you can access various options which control the formation and rallying of troops. The task is yours, save the world from decadence and greed before it's too late...

Chase 'em!

I like a good RPG as much as the next vegetable — sorry, person — but *Battle Master* is *not* a good RPG. The scenario sets up a good, detailed game but the control system and characteristics let it down.

The first really annoying factor are the soldiers. I started with a human leader and four troops. As I began to explore the scenery, my fellow soldiers decided it was time for a little sightseeing. When this happens *you* have to follow *them*, to get them back. .

It will probably seem flawed and awkward

I thought I'd sorted the situation when I chose a huddle formation but this only had a temporary effect. Sure, individuality is essential for realistic characters, but this system meant I spent half the time chasing my own troops!

Of course, this isn't the case in single leader mode, but then you don't have the battling ability to go with it, so think hard before you make your choice.

The game's very large, but even so wouldn't hold a challenge for the majority of experienced RPGers. As for the graphics, they're nicely set out and, even if fairly bland for the MD, they serve their purpose.

The highlight of *Battle Master* is the sound. There are some cracking atmospheric tunes that almost singlehandedly set the tone.

This game's very difficult to rate. Newcomers to the world of RPGs may find it challenging while to other, more experienced RPGers, it'll probably seem flawed and awkward. A definite candidate for rental, if ever I saw one. **PAUL**



MASTER

This is your world mpa. Each place is linked by these pathways. Youmust search everywhere.

Pick the race of your leader (Human, Orcs, Dwarf or Elf) and then pick the leader accompained by his troops.



BUSTER BALL

Football's taken on a whole new look. Chainmail jerseys, steel-capped boots, aluminium jockstraps... Armed with a blowtorch and a can of WD40, has ADRIAN PITT got the balls to take on cast-iron opposition?

I get a little suspicious when sports games have computer controlled opposition. Call it paranoia, but I believe CPUs were programmed to win!

Fortunately, *Buster Ball* has a Gear-to-Gear link option and I thoroughly advise you take advantage of it!

Those familiar with the *Speedball* games will soon get the gist of *BB*. Basically, football's taken a turn for the worst. No rules, no referees, no brightly coloured scarves or tone deaf footy fans wailing, 'You'll neevvver waaalk alooone!' (that's probably a turn for the better! —Ed).

The scene's now one of mass chaos. The pitch is metallic, balls are as hard as house bricks, and you can forget about loyal fans. Gascoigne and Keegan step aside, *these* players are androids, their one and only motto: 'Kill to win!'

Lean, mean, frankly obscene!

Buster Ball's front end has three options. Practice mode gives a slightly easier game. The opposition aren't nearly as rough and tough as they would be in an official match, so get used to the control method and general feel of the playing area.

Open Mode is a single game between you and a friend (or computer).

Compete in the Buster League and battle it out with several teams, all with individual strengths and weaknesses. Extra time and injury time are two additional features of league play which keep you extra busy.

Have a good look through the opening team options (there are nine in all) before picking a venue and match duration, 30, 60 or 90 seconds each way.

As is the case with most games of the genre, you get a bird's-eye view of the pitch. An arrow highlights the team member currently under your control.

Basically, just pass the ball from player to player, avoid the opposition and whenever possible, dodge the numerous obstacles scattered willy-nilly.

The playing surface is nicely detailed. It looks somewhat like a space age pinball machine! Don't be surprised if that sphere bounces here, there and bloomin' everywhere, then falls into the vice-like grip of a hostile competitor!

Watch out for force fields, they hinder progress considerably and mean players can only go so far up or down the playing area.

That aggresive streak of mine reared its ugly head

Not too big for its boots

The control method's great. If an opponent races away with the ball, press [2] and your player goes into overdrive, speeding down the pitch in hot pursuit.

Button [1] comes in handy when caught in good old mêlée. A swift tap and your player spins round, knocking the enemy off their feet. If you're lucky, you may momentarily disable them from play!

Graphics are colourful, animation's spot on and scrolling's smooth. Sound FX and in-game tunes are all top notch.

Buster Ball has just one bugbear — it's not suited to the small screen. When there's a lot happening on screen, things get a little confusing and sometimes it's too darned hard to distinguish yourself from the opposition.

That aside, *Buster Ball's mildly addictive and fun to play. I'm not an avid football fan but I found my aggressive streak rearing its ugly head from time to time!*

If you're tired of boring old shoot-'em-ups and cutesy arcade adventures, buy *Buster Ball* and be a bully for a change!

ADE

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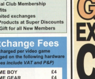
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SEGA FORCE THE FRIDGE









CHASE HQ

Advance Play!

Weaving around a reversing 16-wheeler and crashing through a pile of empty cardboard boxes, ADRIAN PITT goes in wailing, flashing pursuit of his target.

One of my all-time favourite arcade games makes an appearance on the Game Gear — and about time too!

Home computer versions ranged from the utterly abysmal to the bloomin' marvellous! The small screen counterpart comes somewhere in between.

There are a glut of GG games at present that are far too easy. *Chase HQ*'s one of them. I was chuffed when I reached Stage Five on my first attempt, but how long before I complete it? A matter of days, maybe...

Let's not be too harsh, there *are* good points — your skill and prowess could earn you loads of dosh! Unfortunately it's just console cash to spend in the Parts Select section. Extra oil, additional turbo unit, improved tyre traction, a supercharger and armour are yours — if you've got the readies!

Nancy at headquarters gives your orders then you take to the streets of Manhattan, nabbing notorious villains by the swag load. Ram them off the road till they can take no more.

The highway scrolls swiftly along, littered with crash barriers, oil drums and boulders. Dodge these, other road users and keep to the tarmac at all costs — wander onto the kerb and you could be in for an argument with a lamp post, bush or telegraph pole!

Plenty of onscreen displays keep you informed of your speed, lives (three initially), remaining time, gear and turbo units available.

A meter indicates your distance from the getaway vehicle and when ramming the beggar a horizontal bar shows how much damage the criminal's car has sustained.

Bracelets firmly locked around the crim's wrists, bonus points are awarded depending on arrest time remaining then its back to the streets.

Fast and frantic

Chase HQ is as good as it could be on the Game Gear. Graphics are crisp and colourful and scrolling's top notch, though onscreen commentary's small — you have to scrunch up your eyes to read the text! Sound is annoying and repetitive.

Graphics are crisp and colourful and scrolling's top notch

Action's fairly fast throughout. When the baddy-mobile appears, there's frantic joypad wiggling and button pressing to keep up with him!

Chase HQ is fun for a while, especially if, like me, you own a car that goes into 'nervous breakdown mode' if you go above 35mph!

Unfortunately gameplay varies little between levels so it's not long before Mr Rigor Mortis beckons.

ADE





Oh the joys of adolescence! Spots, hairy bits, trouble with the opposite sex... 'Relive your youth,' we told ADRIAN PITT, 'find yourself a girl!' But he got a paper round instead! The buffoon!

PAPERBOY

Together with Tengen, good old Domark have come up with some bostin' releases of late. Here they add another string to their bow with that loveable chestnut, *Paperboy*.

The coin-op isn't bad, its main appeal the bright, cartoony graphics. Thankfully the Mega Drive game's an exact copy, in both the visual and playability departments.

In case you're unfamiliar with *Paperboy* (where have you been for the last eight years?!), the idea's to deliver as many copies of *The Daily Sun* newspaper to your boss's subscribers as possible.

The warty old non-subscribers could do with a good shake-up, though — a bit of damage to their property wouldn't go amiss!

Just up your street...

Unfortunately, this ain't no quiet Sunday morning stroll through leafy suburbia, oh no. The streets are littered with countless hazards: skateboarding maniacs, weirdos on unicycles, flea-ridden mongrels, loopy lawnmowers, remote-control cars, drunkards, irate neighbours, Uncle Tom Cobley and all!

There are three routes — Easy Street, Middle Road and Hard Way — and likewise three skill levels. Don't be fooled, it's Easy Street by name, not by nature! Mayhem rules!

Between delivery days there's a training section. Negotiate ramps, leap over pools, dodge boulders and sand traps, all in the name of bonus points. The time limit's tight and the course tricky — it ain't for wimps!

Keith the thief!

As with the coin-op, bike control's a little difficult at first. Steering around obstacles can be a nightmare, but give it time and you'll soon be zooming around like a good 'un.

Presentation-wise, *Paperboy* has a lot to offer. Colourful graphics, crisp backdrops, well animated sprites, special edition *Daily Sun* headlines and a humorous element throughout.

I loved the burglar, forcing windows with his jemmy. Then there are cats and dogs dashing across the road, screeching and howling when they come face-to-face with a mass of spokes, and the jelly-belly who thinks his breakdancing's really rad!

There's a fair intro and in-game tunes. Speech such as 'What a jerk I am!' when you crash and 'One less customer' when a subscriber's window gets smashed is a touch muffled, but those with a discerning ear for all things sampled will soon pick out the wails and cries (easier without the background music, I found).

Whoops! You'd think that driver would stop and see if you're O.K.

The quickest way burial ever. Get knocked down by a hearse!

On the training course. Throw papers at those targets for extra points.

Hurrah! The finale! Finished one days deliveries — much to the delight of the crowd.



Extra! Extra! Read all about it!

Paperboy may be tough but that doesn't affect its playability. If there's a part of the game that's causing problems, don't give up. Maybe next time around Lady Luck will shine on you — fate often plays a part. On the downside, collision detection and sprite mapping are both a dodgy in places. The latter's nowt to worry about, the former's a touch annoying, especially if you're doing well! Gameplay *can* get repetitive. Once you've mastered the various routes and gained an inkling as to when and where the obstacles appear, the appeal begins to wear off.

Still, there's a wide variety of obstacles and different approaches to gameplay: go hell for leather through each level, flinging papers willy-nilly, flattening residents in your wake, or take a leisurely jaunt and hit those mailboxes for mega bonus points, for example.

What more can I say? Those who've played the coin-op will find nothing new, but first-timers are in for a treat. Not my favourite Domark/Tengen release but well worth a look.

ADE

Way back in 1984 (at the tender age of 13), I came across a novel coin-op. It had handlebars instead of a joystick and featured a poor guy whose only task in life was to ride up and down a street throwing papers onto the porch of various houses. But before I get carried away with nostalgia, back to the MD version: It's graphically brilliant, spot on to the arcade and very bright and colourful. The in-game tune can be turned off and allows you to hear the great speech; 'Let's see you hang ten' when you crash into a skateboarder. However, it suffers from the same problem as the coin-op — it's a very simple game. Just play it a few dozen times and remember where everything is and you can sail through. *Paperboy*'s okay to begin with but eventually gets extremely boring.

PAUL

- PRODUCER: DOMARK
- GG: N/A ● MS: OUT NOW
- MEMORY: 512K
- PLAYERS: 2
- PRICE: £39.99

SF rating

Score	Category	Comment
76%	PRESENTATION	Nice static pics and humorous
88%	VISUALS	Highly colourful arcade graphics
79%	SONICS	Good speech, fair in-game tunes
72%	PLAYABILITY	Speedy, can be difficult to control
70%	LASTABILITY	Three difficulty levels, repetitive
79%	FORCE	A great conversion — newcomers will love it!





Reviewed!

HELLFIRE

'I am the lord of Hellfire, and I bring you...' PAUL MELLERICK hams it up with a blanket cloak and a box of Swan Vestas before tackling this infamous shoot-'em-up.

After over a year of waiting, *Hellfire* has made the long trip from Japan to be officially launched here in England. Has it changed in any way? More levels? Improved graphics? Read on...

The year is 2998. For over a thousand years, the galaxy has been at complete peace; no wars, death or destruction (just the occasional argument between friends).

But suddenly, mysteriously, ominously (all right, all right —Ed) stars are disappearing, replaced by a black cloud. Helpless to halt its progress, this 'Black Nebula' attacks the Sister Star System and captures all six of her planets.

The Black Nebula appears invincible. It wreaks havoc wherever it goes. But what is it and how can it be stopped?

Lancer's corporeal

Intelligence revealed that a force known as the Super Mech is controlling the Nebula's actions. The Galactic Federation have lost all hope, resigned to galaxy-wide annihilation. Was there anyone who could help?

YES! Lancer, captain of the aircraft carrier Sylphide, realised a surprise attack was the only way to stop Super Mech. Luckily, he has the ultimate weapon up his sleeve (well, attached to his CNCS-1 fighter anyway): HELLFIRE!

You attempt to fight through six massive horizontally scrolling stages, each split into three sub-levels, to thwart Super Mech's senseless plot. The fate of the galaxy is in your hands...

Yeah! Not only is *Hellfire* my favourite MD blaster, I also get to review it!

The toughest shoot-'em-up on the Mega Drive

One difference between this and a million other shoot-'em-ups is the difficulty factor. This game is *tough*, even on easy level.

Another thing that lifts *Hellfire* above the crowd is the novel idea of controllable four-way fire. You can fire straight ahead, behind you, up and down or four-way diagonal. While this seems like a gimmick, various aliens and enemies need different settings, adding a little strategy to your blasting.

For instance, the first end-of-level boss has guns protecting four sides of him, so you'll need to attack from the top, bottom, back and front.

The thing all end-level bad guys have in common is a spherical pulsing object (usually in the centre), the Achilles' heel to focus your firepower on.

Pick an icon!

Where would any modern shoot-'em-up be without power-ups? *Hellfire*'s ship has seven, the Super Triple Laser at the pinnacle of destruction. But lose a life and all power-ups are lost...

In addition to firepower, speed can be



Oh no! Looks like you need omni-directional fire for this beggar!

It may look like Egypt, what with the pyramids and all. Wot no camels?

What *would* the world be like without shoot-'em-ups? Well, I'd probably be out of job for a start! I have to review at least one each and every issue! Most are pretty run-of-the-mill, offering nothing original to keep you playing, but *Hellfire* has loads of nice touches to make it a winner. The superb omni-directional fire facility's a Godsend! The graphics aren't exactly startling and sound doesn't push the Mega Drive, but gameplay sure makes up for it. *Hellfire*'s a tough nut to crack, with plenty going on all the time — just keep your wits about ya! WARNING: This game ain't for wimps!

ADE

increased and extra Hellfires picked up to clears hordes of enemies in one burst of energy. Shields give protection against one hit and seekers find their own targets.

Hiding in the scenery are 'B' (bonus points) icons, which increase your score by between 40 and a massive 10,000 points (very useful).

Hit and polish

Graphically, *Hellfire*'s nothing to write home about. The backgrounds are mainly starscapes but foregrounds are nice and futuristic. Meaty sound effects accompany special weapons and explosions and play's backed by a reasonable in-game tune.

But playability's where it shines. It *is* tough, but play *Hellfire* a few times and you'll begin to master the excellently designed controls.

Button [A] fires your laser, [B] fire direction and [C] triggers the Hellfire laser. You soon instinctively know which set up will clear which obstacle and destroy which alien.

Any die-hard shoot-'em-up fan will jump at the chance to play this and seasoned MD owners shouldn't be put off by the graphics or the game's age. Despite the competition, *Hellfire*'s still the toughest, most polished shoot-'em-up on the Mega Drive. **PAUL**

- PRODUCER: SEGA
- GG: N/A
- MS: N/A
- MEMORY: 512K
- PLAYERS: 1
- PRICE: £34.99

SF Rating

80% PRESENTATION
- Life and difficulty options

87% VISUALS
- Dismal backdrops, luscious scrolling

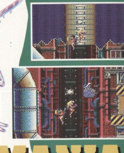
81% SONICS
- Nice FX, good tunes for each level

94% PLAYABILITY
- Great control system, but it's tough

92% LASTABILITY
- 20 continues but you'll need them all

92% FORCE
- One of the toughest MD shoot-'em-ups.





Advance Play!

BATTLE MANIA

Oh look, a Japanese game with 'battle' in the title. Wonder if it's a shoot-'em-up?! PAUL MELLERICK has a gander.

The prospect of playing yet another tired old shoot-'em-up didn't exactly fill me with glee. But I am, after all, a fair man. Let's give it a go.

Some poor country (it hasn't got a name) has had its prince nabbed by Don and his criminal organisation, Anaguran & Co (sic). Mr Morgastain also has the dubious position of Evil Incarnate (a bit like William Waldegrave). Nasty.

So what needs to be done? Well, the king's a bit of a nonce, so only with the help of his ade (geddit?) does he enlist... *The Troubleshooters*!

Who are they? Their both girls, 18 years old and TOUGH! Mania Otorii and Maria Haneda are a bit like a female, Japanese version of The A-Team, giving help to those who need it.

You take control of both girlies to fight the evil forces of Anaguran & Co.

You control Mania and Maria simultaneously in this fast action shooty, Mania as leader. As she flies through the levels on a jetpack, you steer her in all directions, while Maria hovers on Mania's back, covering rear attacks. She turns to face front when [B]'s pressed.

Three, two, many?

Armed with the weapon of your choice, guide our heroines through the levels to come. How many? Well we think three, but the Jap manual states their may be some more. Play it and see!

I won't. *Battle Mania's* too easy and incredibly repetitive. It's all been done before, and though the idea of having someone stuck on your back's interesting, it's useless in this game as you can easily avoid all the enemies anyway.

Graphically it's less run-of-the-mill, with well defined and controllable sprites but the usual futuristic industrial backdrops. Sound's equally average with your faithful Japanese bleep sound-track burrowing into your ears.

The Japanese buy this fodder in their droves, but we British are a lot more concerned about wasting dosh on dross. Leave well alone. ***PAUL***

Supplied by Telegames





End of level and that blue bottle's back again. Beware, because it splits into two.

Ten foot two and eyes of blue. His attire leaves alot to be desired! Dig those flares but don't you think that you'd better give Joan Collins her chunky shoulder pads back before she gets angry.

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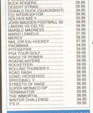
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FANTASY ZONE

At long last WARREN LAPWORTH lives out his ultimate fantasy — feet up on his desk and work experience dude GARY MARJORAM to put in the effort! But is he any good at Game Gear innuendos? Let's find out...

Super Fantasy Zone without the 'Super', that's an apt description of this release. The 'cutesy shoot-'em-up' so warmly received by Ade on the Mega Drive (Issue Four), fails to impress on the small screen.

Along with the 'Super', the pretty backdrops, toe-tapping tunes and almost everything that made its big brother a success have gone.

Where's the beef?

Following Opa-Opa's dramatic defeat of the evil Menonians in the year 6216, the inhabitants of the Fantasy Zone thought they could live their lives in peace and harmony (they should be so lucky!).

A mere 128 years later, the Zone's under threat once more. Rumours of impending doom are spread and the legendary hero Opa-Opa is missing! Strange things are afoot and it's up to Opa-Opa Jr to save the good guys from those nasty Menonians — AGAIN!

To complete this heroic act, he hops in his odd spacecraft to destroy, nay, eradicate all enemies from seven areas of the zone.

The first stage is set in woodland and Jr attempts to destroy the threatening force of quarterpounders, which each spew out a coin when ousted. Collect these and use 'em to buy items in the floating shop. Improved propulsion is recommended, as are fore and aft shot, even at this opening stage.

Later levels see conflict over a variety of landscapes and against standard end-of-level creatures.

Predictably unsurprising

Initially the ship's hard to control; slow, sluggish and tends to slide during rapid direction changes. There's some rather dodgy collision detection, too.

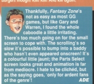
The baddies are a bit on the drab side. Their method of attack soon becomes predictable and they're easy to avoid. I soon found myself ignoring most of them in order to find and destroy the larger enemies.

Play becomes a chore and later levels have no surprises. Hardly worth the effort! The cuteness of it all soon wears thin, exposing a bland, staid shoot-'em-up. **WARREN and GARY**

Reviewed!

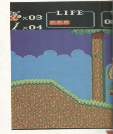


Not a McDonald's in sight! Plenty of green hamburgers though! Kill! Kill! And kill again.



Thankfully, *Fantasy Zone*'s not as easy as most GG games, but like Gary and Warren, I found the whole caboodle a little irritating. There's too much going on for the small screen to cope with. The scrolling's so slow it's possible to bump into a baddy who hasn't even appeared onscreen! It's a colourful little jaunt; the Parts Select screen looks great and animation is far from mediocre. I hate to be clichéd, but as the saying goes, 'only for ardent fans of the genre'! ***ADE***





ASTE

Asterix, Obelix, Vitalstatistix?! PAUL MELLERIX wonders what the hell ix going on.

The year is 55 BC (Before Consoles) and the onset of the Roman Empire is unstoppable. Everything has fallen in their wake. Everything, that is, except a small Gaulish village, the home of Asterix and his friends.

The Romans are having great trouble overcoming these humble villagers. The reason? It's all thanks to an ancient magic potion and its creator, Getafix the druid. This potion empowers the populace of the village with incredible strength so they trounce the Romans time after time.

Julius Caesar, the great Roman emperor, conceived a cunning plan to remedy this embarrassing situation. He ordered that Getafix be kidnapped and brought to Rome to make the potion for his Roman armies, thus making them the equals of Asterix and friends in individual strength but more powerful in numbers.

A polished piece of software worthy of anyone's collection

One sunny day, while picking herbs outside the village, Getafix was nabbed. Asterix soon cottons on to Caesar's plan. Now you, as both the short Gaul and his large best friend, Obelix, must get to Rome and rescue old Getafix.

Two games in one!

The Asterix books and cartoons are absolutely fabulous; they're witty, exciting and fun to read and watch. An obvious step for cartoon characters these days is to become a platform-based video game — so here's Asterix's!

The first thing you notice is the great similarity between the comic book characters and the game's sprites. Both Asterix and Obelix look and move superbly, giving a real cartoon feel.

Your second thought would probably be, 'I've seen this before, haven't I?' — and you'd be right. One quick play reveals amazing similarities with such titles as the classic *Mickey Mouse* and, more recently, *Donald Duck*.

The lack of originality makes *Asterix* a less appealing prospect, but stick with it. The basic gameplay's the same as most platform romps but has a few new features up its sleeve.

A neat idea is that you can choose from Asterix or Obelix. Not only do they have different characteristics, each level's tailored to fit each character, so essentially you're getting two platform games in one. You could try to complete the game with just Asterix, or only Obelix (except for the first stage), or why not switch between them for fun?

As well as the usual platform puzzles and tricks, *Asterix* has special potions. These potions play an important part, as they're often used to get past various tricks and traps.

Ixxstop

On World 2-1, using Asterix, you'll find yourself trapped in water, with a wall in front of you. The wall's too high to jump over and you'll need to think to get out of this deadend. (Go on, tell 'em! —Ed)

Okay, okay! Stand on the far ledge and throw your potion into the water. This will cause a jet of water to come to the surface. Jump on top of the jet then to the platform. (Boy did that take ages to figure out or what!)

Graphically, *Asterix* is great, brilliant sprites and great animation adding to the fun. Sound is the only letdown in the whole game, just a few pathetic little beeps and average FX.

Gameplay-wise there are no complaints either, apart from the unoriginality. The control system's very easy to use and even with the inclusion of magic potions they don't become cumbersome. Platform addicts will lap it up.

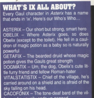
Overall, this is a polished piece of software worthy of anyone's collection.

PAUL

WHAT'S IX ALL ABOUT?

Every Gaul character in *Asterix* has a name that ends in 'ix'. Here's our Who's Who...

ASTERIX – Our short but strong, smart hero
OBELIX – Where Asterix goes, so does Obelix (except to the toilet). He fell in a cauldron of magic potion as a baby so is naturally powerful
GETAFIX – The bearded druid whose magic potion gives the Gauls great strength
DOGMATIX – Um, the dog, Obelix's cute little furry friend and fellow Roman-hater
VITALSTATISTIX – Chief of the village, he's carried around on a shield and is afraid of the sky falling on his head.
CACOFONIX – The tone-deaf bard of the village, who usually ends up gagged
UNHYGIENIX – A crude, dirty fishmonger — would you trust this man with *your* haddock?
POSTALDISTRIX – What else but the local Gaul postman!





How the hell does someone that fat manage to swim. Anyway throw the potion in the water to make the platform.

I love *Asterix*, it's instantly playable and incredibly addictive. The choice of control is a great idea and there are so many hidden tunnels and passageways that no two games are the same. The characters are faithful representations of the colourful cartoon heroes, easy to control and beautifully animated. Some of the tasks require a little thought but don't take too long — time is tight. *Asterix* has an ideal difficulty level: the first couple of stages are easy and from then on, those end-of-level beasties take a helluva lot of thwacking. Thumbs up from me! Buy *Asterix* NOW!

ADE

Obelix must punch these dwarves and play noughts and crosses. By punching them he must light up two O's. The Romans hide in various places on each level, here they disguise themselves as plants???

- PRODUCER: SEGA
- GG: TBA
- MD: TBA
- MEMORY: 256K
- PLAYERS: 1-2
- PRICE: £32.99

SF Rating

89% PRESENTATION
- Two sets of levels and characters

89% VISUALS
- Great cartoon sprites, and backdrops

55% SONICS
- Very disappointing overall

83% PLAYABILITY
- Unoriginal but loadsa fun

78% LASTABILITY
- Infinite continues so it won't last long

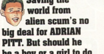
81% FORCE
- A great platform game, let down by some minor faults

Whack those Romans with a good punch and they fly off the screen, waving to you as they go. By the way does anybody know why Asterix has such a bloody silly moustache.



Advance Play!

ALIEN SYNDROME



Saving the world from alien scum's no big deal for ADRIAN PITT. But should he be a boy or a girl to do it?! No comment.

It makes a change to see a Game Gear shoot-'em-up which doesn't involve taking the controls of some clapped-out spacecraft, battling through the nether regions of outer space.

Instead, *Alien Syndrome* puts you in the shoes of Ricky and Mary, two far-from-average teenagers whose mission is to save the world from mass destruction (and get home in time for the opening credits to *Byker Grove*!).

Zits, bad breath, the opposite sex and street cred are no concern of theirs! You see, Rick and his sis are members of a 21st century crack military squad, SCOT (ie, they're a bit like the men from UNCLE but with nicer hair-cuts!).

A gang of marauding mutants have invaded Space Patrol Dagal, taking the captain and crew hostage. Ricky and Mary have been called in to blast the aliens to bits and rescue the Dagal posse, who are none too chuffed about the whole business.

In dire straits!

Round One's set in the spacecraft's luxury living quarters, the screen scrolling horizontally and vertically as you search for those in peril.

Pressing button [2] accesses the status display, which includes a map highlighting the location of each hostage and time remaining to complete the round.

A run-of-the-mill race around, collect and shoot game

All corridors and tunnels are swarming with 'orrible creepy crawlies out to cause GBH (Grievous Bodily Hassle!). They're a funny lot, these aliens: pink sausage-like creatures, various amorphous lumps of slime, worms wearing Walkman headphones... yuk! I ask ya!

Hidden en route are various weapons, some bigger and better than others. Lasers, rifles, machine guns et al are there for the taking, but fireballs are definitely the best means of defence — grab 'em if you can.

Here comes the boss...

Free the crew and meet Asophy, the first end-of-level beastie. He's a tough cookie to crack but there's a real sense of occasion when you blast his butt to kingdom come!

Subsequent rounds (four in all) follow the same format, beasties and backgrounds the only differences.

Graphically, *Alien Syndrome* isn't bad. The ship's sections are fairly colourful, the sprites get around a bit and are well animated. Sound FX are nothing to write home about, although in-game ditties add a fair amount of atmosphere.

Gameplay isn't tricky and it's a doddle to do well on your first attempt — infinite continues see to that! The map screen's a godsend, as the corridors are fairly maze-like and you'd get very confused without some sort of reference.

At the end of the day, *Alien Syndrome*'s just a run-of-the-mill race around, collect and shoot game. Hardened game freaks won't find much of a challenge.

However, if you're not a member of the 'Mellerick Multitude' (ie, a smart arse when it comes to gamesplaying!), *Alien Syndrome*'s fun and won't put too much of a strain on the old grey matter!

ADE

Supplied by Kc's Consoles

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SIMPLY

If you've got 30 or 40 quid burning a hole in your pocket, you'll soon have cinders in your socks. Er, and you'll need something to spend it on...

It's a familiar situation. You're bored to tears with what the relevant software house laughingly describes as 'The ultimate in Sega gaming'. They may hope 'you'll still be playing this time next year' but you conquered the first half of the game in the first night's play.

So, you look through your games collection and find yourself thinking, 'Urgh! There's some crap games in here, hardly anything worth going back to'.

What you need is the best of Sega, the crème de la crème of all games, the veritable bee's knees of joypad-wigglers. Such games, from wide-ranging categories such as beat-'em-up, puzzler and sports sim, are so good you'll go back to them time and time again. These are the carts you've just *got* to have.

'Hmm, but what *are* the best, what *should* I buy?'

Well wonder no more! All the mega gamesplayers here at SEGA FORCE (yes, both of them) have put their heads together to compile a list of the definitive games for your console. If you haven't got at least one game from each of the categories, dash out and get spending!

But you may think, 'What are these people talking about?! These games are terrible!' So we want YOU to send in your suggestions. We'll collate them and update the listings to cope with new releases and gaming trends. So don't delay, write today (how poetic!), to: Best Of Sega, SEGA FORCE, Europress Impact, Temeside, Ludlow, Shropshire SY8 1JW.

MASTER SYSTEM

Beat-'em-up
1: GOLDEN AXE
As a dwarf, barbarian or big girly (no, not Mellerick!), hack, slash and magic you way through this classic beat-'em-up.
2: SHINOBI
3: DOUBLE DRAGON

Shoot-'em-up
1: R-TYPE
A great conversion of the classic coin-op. A timeless game with infamous graphics.
2: OPERATION WOLF
3: XENON 2

Platform
1: SONIC THE HEDGEHOG
Remarkably similar to the Mega Drive version. Smart graphics, bouncy sound and wonderful gameplay — who needs a 16-bit machine?!
2: PSYCHO FOX
3: WONDERBOY 3

Arcade Adventure
1: IMPOSSIBLE MISSION
A perfect example of the genre. Atmospheric, thought-provoking and incredibly good fun. Love those somersaults!
2: ZILLION
3: SPY VS SPY

Puzzle
1: POPULOUS
You want puzzles? Play God and fight evil and the mysteries of life and death over 5000 worlds
2: COLUMNS
3: KLAX

Motorsport
1: SUPER MONACO GRAND PRIX
Pedal to the metal time, folks. Not a copy of the coin-op but very fast and very playable.
2: HANG-ON



Sports simulation
1: CALIFORNIA GAMES
Go Californian dudes! Take in the sun, sea and sand with seven events, including surfing, footbag and BMXing. Great fun!
2: WORLD CLASS LEADERBOARD

MEGA DRIVE



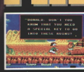
Beat-'em-up
1: STREETS OF RAGE
The most fun you can have beating people up on your Mega Drive. Three character, loadsa moves and unbelievable sound.
2: Pit Fighter
3: GOLDEN AXE



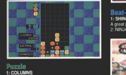
Shoot-'em-up
1: HELLFIRE
An oldy but a goody! Four-way firepower and 18 levels of tough action that keeps you coming back for more. You won't finish this in a week!
2: ZERO WING
3: AERO BLASTERS

Platform
1: SONIC THE HEDGEHOG
So fast! So colourful! So brilliant! So buy it.
2: RAINBOW ISLANDS
3: STRIDER

THE BEST...



Arcade Adventure
1: QUACKSHOT
The best background graphics ever seen on an MD and playability to match!
2: CASTLE OF ILLUSION
3: DECAPATTACK



Puzzle
1: COLUMNS
A quick arcade puzzler in the *Tetris* mould. Bright, colourful fast and addictive — who needs a Game Boy?
2: KLAX
3: ZOOM!

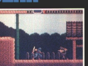
Motorsport
1: SUPER MONACO GRAND PRIX
Superbly programmed, incredibly fast and great to play — but very tough.
2: ROAD RASH
3: SUPER HANG-ON



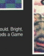
Sport Simulation
1: EA HOCKEY
All the action, pace and fighting that goes with ice hockey. So good it's better then *John Madden's*!
2: JOHN MADDEN'S '92
3: PGA TOUR GOLF

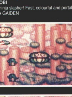


GAME GEAR



Beat-'em-up
1: SHINOBI
A great ninja slasher! Fast, colourful and portable.
2: NINJA GAIDEN







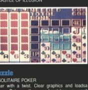


Shoot-'em-up
1: FANTASY ZONE
Garish, fast and boy is it *fun*! Odd but worth trying.
2: HALLEY WARS

Platform
1: SONIC THE HEDGEHOG
The little blue chappy gets everywhere! Just as colourful and playable as the other versions, you'll waste so many batteries on this you'll need an overdraft to pay for 'em!
2: BERLIN WALL



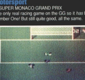
Arcade Adventure
1: LUCKY DIME CAPER
Out of this world graphics, tough gameplay and real fun!
2: CASTLE OF ILLUSION



Puzzle
1: SOLITAIRE POKER
Poker with a twist. Clear graphics and loadsa options. Put away those used matches, you won't need 'em!
2: COLUMNS
3: CHESSMASTER

Motorsport
1: SUPER MONACO GRAND PRIX
The only real racing game on the GG so it *has* be Number One! But still quite good, all the same.





Sports Simulation
1: SUPER KICK-OFF
The classic Amiga game makes it onto the GG and it's great! Graphically simple but the scrolling's silky smooth and there's bags of playability.
2: WORLD CLASS LEADERBOARD
3: JOE MONTANA



SADLER
WHERE HAVE YOU BEEN?
I HAVE BEEN LOOKING
FOR YOU FOR A LONG TIME

Advance Play!

Only one swashbuckling superhero can save the people from certain death. Are you sure ADRIAN 'where's me sword?' PITT's the man for the job?

EXILE

There are more RPGs at the moment than 'tasteful' Benetton ads! Most fail to capture the true atmosphere of roleplaying, but Renovation have improved on the genre by including intense hand-to-hand combat sequences — and a great job they've made of it, too!

A wandering desert beefcake, Sadler, has been summoned to oust the Superpower once more, a force thought defeated many moons ago.

A rival country full of big, bad lads has launched an indiscriminate attack on our hero's land. None too chuffed by the whole caboodle, Sadler sticks out his chest, grits his teeth, struts about a bit then gathers his elite troops to talk tactics.

At first the villagers refused to go to war, but sitting on the fence while the world's being blown to bits isn't a good idea! Sadler eventually persuaded his fellow men that peace *had* to be fought for. Let battle commence...

The action element adds a sense of purpose

Rumi and chat

Opening in Dunes Village, you take control of Sadler and wander around recruiting local folk to aid your quest. A fair maiden named Rumi is already by your side. Skilled in the art of acrobatics and fluent in no less than eight languages, she's useful if an annoying Arab insists on showing you the contents of his turban!

These RPG sequences are essential for gathering useful titbits of information. It pays to chat to anyone and everyone. Some may become one of the gang, others offer clues and handy hints.

Pop in a shop...

Shops offer such delights as bat swords and snake potions. If you've enough dosh, buy to your heart's content — just ensure the coffers don't run dry! Weapons and special items are brought into play via windows. The menu system's quick and easy to use, a cursor highlighting options.

When you've seen enough of the village, access the Hideout (map) screen and brave the desert's arid wastes. The screen scrolls in all four directions as you search for an oasis.

Be warned, all is not what it seems. Is that a sexy young vixtress with loose bikini straps or just a mirage?!

Underground caverns are filled to the brim with creepy crustaceans, all targets for action sequences. Hack and slash like there's no tomorrow! Keep an eye on the status display, though; health points may disappear in the blink of an eye.

Tasks a-plenty!

Exile's huge and really involved. There are loads of interesting and varied landscapes to explore, hundreds of characters to meet, oodles of objects to manipulate and spells to cast.

Each section has a main objective which *must* be achieved if you want to progress. Fortunately, there's a back-up facility which allows your position to be saved, cutting out the monotony of trudging through the earlier levels every time you play.

As with most RPGs, the graphics in *Exile* are small yet detailed. Character portraits are colourful and well drawn.

The action sequences are pretty nifty: great animation, with top-notch definition and superb scrolling.

Exile's not bad, as RPGs go. The atmosphere's there and the action element adds a sense of purpose. If you're a roleplaying fan, this is a cart for your collection. ***ADE***



It's a beach in Tunisia! That's where Ade's going on his hols. Beware of that oasis, it's not all that it seems.

Oi! No time for kneeling down and having a rest. A bleedin' big arachnid could come round the corner at any minute!!

This old bag's got a barrel load of booty for ya! At a price, of course! Those clothes are top quality!



Advance Play!



TH

A Ferrari, Porsche, Lamborghini and Reliant Robin... Er... Not too sure about the Robin, actually. PAUL MELLERICK finds fifth and speeds up for Test Drive II.

PORSCHE 959

FERRARI F-40

LAMBORGHINI DIABLO

You pay your money, you take your choice. Each car handles and performs differently. Pick the F-40.

You, the open road and the choice of three of the slickest, fastest and most expensive cars in the world. No, it's not a dream, it's *Test Drive II* from Accolade.

Going back almost three years now, *Test Drive II* first appeared on various home computer formats, featuring high quality graphics and realistic movement.

So how's the MD version looking? Well, for your eyes only, here's a fabbo, in-depth preview.

On the computer versions there were only two cars, the high-performance Porsche 959 and the highly flash Ferrari F-40. But with MD *Test Drive II*, your Sega also gets the ultimate Lamborghini Diablo (Spanish for the Devil, y'know) for good measure.

So, you've got three flash cars. What the hell do you do with them?! You race them, of course — it's not called *The Duel* for nothing!

At the start of each race you choose an opponent who'll then race you across the scenery. Beat him at all costs, or if you don't feel that adventurous, just race against the clock.

A vroom with a view

There's also three scenes, with associated courses: a city, mountain and a desert landscape. Choose your road and open that throttle!

There are four difficulty settings, two with automatic gears, the others manual. The settings also affect the number of cars you'll come into contact with (not literally, we hope!) and, more importantly, how aggressive the coppers are!

This is shaping up to be a cracker

Yes, coppers. They patrol the streets looking for people like you, showing off in their fancy new sport cars. So how will you know when they're around? Use your onboard radar!

In the top-right corner of the screen is your detection device. As long as its light's red, it's active and everything's okay. However, when it detects a police car, the light starts flashing and beeping.

There are two courses of action here, speed up past the copper so he can't catch you, or slow down to the speed limit (boo!). If you do slow down, your average speed with fall and you'll get less points.

This cart's battery backed, allowing you to store your best times for each level and overall scores. These figures can be reset to their original state.

The road's viewed from a driver's perspective — and very realistic it is, too. Don't forget Americans drive on the 'wrong' side of the road!

As you drive you'll come into contact with other vehicles. Overtaking's a tricky business in this game. Be very careful in case someone's coming down in the other direction, otherwise you'll need to be darned quick to avoid an accident.

If you do have an accident, you'll lose one of your five lives and restart from the crash point.

The sheer number of options is amazing. As



Left: Travel too fast and the cops come after you. You can either out run them or slow down and they catch you like this. Oh no, busted.

E DUEL

TEST DRIVE II

well those I've already mentioned, you can select from three different and very good soundtracks.

Techie fans will be pleased to know that when you choose a car you're treated to a breakdown of its performance, including such fascinating details like engine size, brake horse power, top speed and the ever-impressive 0–60 and 0–100 timings.

Driving fans should be wetting themselves because this is shaping up to be a cracker of a driving sim. But, as always, keep reading SEGA FORCE and wait for the definitive review!

PAUL

Above: You can choose you opponent from this screen. Don't choose the same car as you or you can't leave him behind.

SPID

What a fantastic game! I ploughed through the Mega Drive version and it's not half as playable as its small-screen counterpart! The first thing that hits you about GG *Spider-Man* is the presentation. The intro sequence and static shots where characters interact provide a great atmosphere. Spidey's easy to control, swinging here, there and bloomin' everywhere like a good un'! Both graphics and animation are superb, sound FX and ditties are many and varied. At long last, a GG cart where playability comes to the fore! Addictive, incredibly involved, *Spider-Man* does Game Gear owners proud. **ADE**

SEGA FORCE Game Buster GAME GEAR 99



Reviewed!

Spi-der-Man, Spi-der-Man, does what ever a spider can, yah-te-tah, tah-te-tah, look out... here comes PAUL MELLERICK! (Um, that's not right, is it?)

About six months ago, Sega released the world's most famous web-spinner onto both MD and MS. They shared the same scenario but played very differently. I *loved* the MD version.

So when Acclaim... sorry, Flying Edge sent us this cartridge, I was eager to see how a portable webhead game would play. Imagine my surprise when the title screen told me it had been programmed by Sega US, and only 'donated' to Flying Edge. (Luckily, we both saw the funny side.)

The good news is that it has the same levels and playability of the MD version, rather then the poorer MS.

As ever, Spider-Man's in trouble. Spidey's been framed by one of his many long-time enemies, a muscular (some would say fat) gangland boss nicknamed The Kingpin.

Through a television broadcast, The Kingpin's accused Spider-Man of setting a bomb that will destroy barrels of chemical waste in the sea, wiping out the New York environment.

Slightly unhappy about the situation (wouldn't you be?!), Spidey goes to *The Daily Bugle* newspaper offices to see what's going on. Things are worse than he thought: the boys from the NYPD are already there, and they're not about to award him a bravery certificate.

The best GG game I've ever played.

Doc Ock & Co

This is where you come in. You must guide Spidey through the streets of New York, beating up baddies, righting wrongs and hopefully disarming the bomb to clear his good name. Good luck...

You'll need it, as The Kingpin's not alone. He's enlisted the help of several of Spider-Man's most feared enemies: Doctor Octopus, The Lizard, Electro, Sandman, The Hobgoblin and Venom.

As the game progresses, Spidey discovers each super villain has a key which will partially disarm the bomb. And so the mission is set: find each villain, beat them up then disarm the bomb with all six keys. *Then* you can deal with The Kingpin.

As Spidey goes through the levels, he uses up his wonderful webbing. To keep his supplies topped up, you have to take news pictures to earn the money for more webbing.

Spidey's only graced with one life and limited energy. When weak, he can replenish his power by popping home (via mystical amulet) for a kip. But this uses time, a precious commodity, for as the clock ticks so the bomb approaches detonation...

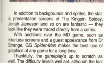
Gorgeous graphics

As I've said, I loved the MD version. Spidey's brilliantly animated, great to control and the game's challenging, even with so many continues.

The GG version is just as good, if not better. The graphics are out of this world, with even more detail than the MD version! This is the first time I've been able to compare a GG cartridge with an MD game. It excels in all departments except sound.

Great attention has been lavished on all graphics, even on the opening *Daily Bugle* screens. The building's highly detailed and the policemen's uniforms look *real*.

ERMAN

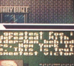


In addition to backgrounds and sprites, the static presentation screens of The Kingpin, Spidey, Jonah Jameson and so on are fantastic — they look like they were traced directly from a comic.

With additions over the MD game, such as interlude screens and a guest appearance from Dr Strange, GG *Spider-Man* makes the best use of graphics of any game for a long time.

Thankfully, the gameplay's up to scratch as well. The difficulty level's well set, although the fact you have to beat up every guard and thug on every level is a bit depressing. Don't worry too much — the first levels aren't that big.

I really can't rave enough about *Spider-Man*. It's the best GG game I've ever played and beats most MD and MS games, too. I'm thankful Sega gave it to Flying Edge otherwise it may have been lost forever. Save up and buy it. **PAUL**









- PRODUCER: FLYING EDGE
- MD: OUT
- MS: OUT
- MEMORY: 256K
- PLAYERS: 1
- PRICE: £24.99

SF Rating

91% PRESENTATION
- Comic book intros and options

94% VISUALS
- Fantastic animation, amazing detail

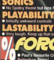
84% SONICS
- No Spidey theme but nice FX

90% PLAYABILITY
- Initially awkward controls

91% LASTABILITY
- Very tough. Keep up that energy!

91% FORCE
- Paul's favourite GG game! Betterthan Sonic!





WEB I NEVER!

Win a whole bundle of Spider-Man goodies!

Spider-Man's out on the Game Gear! Read the review? Sounds fantastic, doesn't it? And it's all thanks to those awfully nice people at Flying Edge who've released the portable version.

What's more important is they've got a whopper of a prize for all you SEGA FORCE Spidey-freaks out there! All you gotta do is answer three dead easy questions and you could be the proud owner of these mega-Spidey goodies!

For the outrageously lucky grand prize winner, there's a fantastic camera (the web-spinner's a photographer in real life, y'know), a Spider-Man wrist watch, Spider-Man alarm clock, Acclaim T-shirt (essential fashion item), Spider-man video and a Spider-Man poster. Believe it, dudes, it's true!

On top of that, there are nine brill runners-up prizes, which is the same bundle minus the camera. Wotcha think?! Well worth winning, huh?!

Just stick your answers, name and address on a postcard and send it to: FLYING SPIDEY COMPO, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.

Get your answers in by May 14 and the first 10 correct entries pulled out of the sheep dip'll get the goodies. If you're late, we'll feed your entry to Boris, Adrian's per tarantula. Luv'ly!



THE EASY-PEASY THINKING ANSWERING BOX

Question 1

What is Spider-Man's real name?

a. Peter Parker
b. Paul Parker
c. Jason Donavan

Question 2

How did Spider-Man gain his powers?

a. Accidently ate a rare tropical spider's egg
b. Bitten by a radioactive spider
c. Blood transfusion from Paul Mellerick

Question 3

What's the name of Spider-Man's eight-limbed arch-enemy?

a. Doctor Octopus
b. Doctor Doom
c. Doctor McCoy

Artwork by McFarlane

AND WHAT'S MORE...

If you don't get picked out the sheep dip, don't go throwing yourself off the nearest cliff, lemming-like. Why? Because all you unlucky spidey-maniacs can buy the clock or watch direct from the makers.

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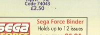
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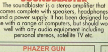
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VALIS

For a man who's got a fetish for girls in uniform, ADRIAN PITT's hardly keen to swap his polo neck for a pinafore and pony tails. Maybe it's head-to-head combat with the Lord of Darkness that's put him off...?

Cripes! Yet another four-way scrolling shoot-and-collect-'em-up! Unfortunately, *Valis* in no way does the Mega Drive justice. There's nothing outstanding here — even fans of the genre will find it has a built-in 'yawn factor'!

Believe it or not, the world's under threat yet again! Who should we draft in **this** time to save the planet from a bloody good pummelling?

A big, butch Arnie-type character with more muscles than sense? A mild-mannered superhero with a nice line in underpants? Nope! Why not try a 15-year-old school girl with a GCSE in Religious Studies?!

Well, that's what it boils down to! Yuko, a fairly average high school student, has been chosen to oust the King of the Dark Lords, Rogles, and save her bestest buddy Reiko from his clutches.

The first round's set in sector one of the Human World. Take control of our heroine and thrash anything that stands in her way. Watch out for hovering blobs with stringy legs and far from chivalrous knights, who've a fetish for flinging fireballs like there's no tomorrow!

En route, there are numerous objects to collect. Hit the diamonds and hearts in those hard to reach places and your health and magic points increase.

I predict a dose of rigor mortis from stage three on!

Magic moments...

Having completed three acts in round one, the end-of-level guardian makes an untimely appearance. Lord of the Earth (or Gyeda as he's known to his mates) is a big bleeder but lacking in the brain-power department, so grab his magic powers and move on.

Subsequent levels follow the same basic format — horizontal or vertically scrolling affairs, battering baddies, collecting weapons and power-ups.

Valis is nicely presented, with a five-minute demo (that *can* be bypassed!) and small animated sequences between stages.

Graphics can't be faulted. They're big, colourful and extremely well animated. Backdrops are great and add atmosphere.

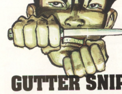
Sound is fair; an average title tune, racey in-game ditties and moody melodies when face-to-face with those good-for-nothing guardians!

Valis is fun for the first couple of levels but I predict a severe dose of rigor mortis from stage three onwards! Each world's far too samey. Gameplay becomes both dull and repetitive.

For someone who's a fan of such games, I found *Valis*'s appeal wore thin remarkably quickly. High graphical content, low playability level. That's *Valis* in a nutshell.

ADE


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GUTTER SNIPE

He's lean, mean and frankly obscene, he throws it about, he's one helluva lout, his left hook's a winner, he'll have ya for dinner, he saves all his bogies and tortures old fogies...

Letters

Here we go again, another glut of letters for Gut. Why don't you just naff off and leave me alone! I lie in me corner, gnawing on Mega Drive joypads (nice with a spot of WD-40!), and Carol, that vixtress from reception, lumbers upstairs with a sack-full of your scribblings and expects me to answer them!

There ain't many folk who give me the heebie-jeebies but she's one of 'em. So after a bit of gentle persuasion on her part (ie, a poke up the backside with a Vileda Super Mop) I got to work!

Right, listen 'ere, deadheads, get scrawling to: GUTTER SNIPE, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. All wise words and pics welcome (they're not really, I was told to say that!).

Can it be true? Anthony Stevens has actually remembered what he was going to talk about? Never!

Paddy problems

Many things have been said about me in the past few months, but now I'd like to set the record straight. You wanna know what it is I wanna talk about?

Unfortunately, due to an injunction from Paddy Ashdown MP, I'm obliged to withhold the information. Sorry, maybe next time...

Anthony Stevens, Southend-on-Sea, Essex

You think the nation are biting their nails, sitting on the edge of their seats, waiting for you to break this news of yours? Think again, pratt!

Mouldy Mellerick the Mega Drive Maggot, claims Ian Oakes from Leyland, Lancs, who complains I called him Ian Leyland last month under his cutesy rodent (guess which) pic. You probably confused me you daft pillock — or was it interfering Adrian Pustule, who gets into me mail bags before I do?

Let's talk about sex...

Dear GS

Yo! How's it hangin'? I'd like to ask you some questions. Please answer them.

1. Is Paul a man or a woman? Or is he a neuter? When I look at the face Oli Frey drew of him/her/it, he (or she, or it) looks like a woman(ish).
2. Are there any cheats for *Dragon Crystal*, (that extremely well known GG game)?
3. Can anyone beat this challenge: Finish GG *Sonic* on the day of buying it?

Andy 'Groovy on the GG' Burgess, Colchester

Crikey Mother! We've been sussed! By gum, they're observant in Colchester and that's no lie!

Okay guv, I'll come clean. Mellerick isn't a Paul, she's a *Pauline*! That pouting beauty of stage, screen and cockney soap opera, *EastEnders*, Pauline Fowler! Oli substituted the woolly bobble hat for a cap. She shuffles round SEGA FORCE Towers, eating jumbo sausages and shouting, 'So this is where you are, Arthur Fowler. Get home now, ya tea's goin' cold!'

No, to be honest, we believe Paul Mellerick to be a member of the human race, but quite which category he/she falls into, we're not too sure. I'll have a chat with his/her mother and get back to you.

Check out Issue Four for *Dragon Crystal* tips. And as for *Sonic*, go pick scabs, smart Alec!

Putter in the Gutter

Dear Gutter Snipe

In Issue Three, Paul Mellerick reviewed *Putt and Putter Golf* for the GG, but the pictures that went with them were for *Super Golf* (another GG game!). You call these blokes computer experts?!

Iain Stobbs, Little Wakering, Essex

Not Paul's fault. Bit of a cock-up in the old design department! Sorry, won't happen again. Now naff off!

No chance, matey!

Dear Gutter

Will these games appear on the Game Gear in the near future: *Quackshot, Speedball II, James Pond, WWF Wrestling, Wrestle War, Super Mario Bros, John Maddens,* a hockey game, *Winter/Summer Games.*

Your mag is ace! I repeat, ACE! Better than any other mag in the world!

Adam Jukes, Netherton, Dudley

Another crawler! Thanks for being so nice, but in answer to your question: ABSOLUTELY NO FLIPPIN' CHANCE!

Only joking! *WWF* is a possibility. A Master System version's being produced at the moment and word has it that Acclaim intend to do Game Gear titles, so keep your fingers crossed.

More rabbit than Sainsbury's

Dear Gut

Waffle, waffle, waffle... Your mag caught my eye while I was down in Stroud... Waffle, chunter, waffle... Overall, I was impressed... Drone, waffle, mumble... Chart for all three systems... Rabbit, burble, rabbit... They haven't asked you on *Gamesmaster*... Waffle, murmur, grumble... Right, that's about it!

Matthew Martin, Stroud, Glos

Gimme a break, Matthew, that letter of yours was about 78 sides long! So I did my own bit of editing, hope ya don't mind!

We're working on a chart of some sort or other and Paul Mellerick's mush will pop up on the new series of *Gamesmaster* in the autumn. The good looking, suave, sophisticated, trendy one, alias Adrian Pitt, won't be making an appearance — he's been chosen to replace Nanette Newman on the Fairy Liquid adverts! A few extra pence makes a lot more sense!

A bit of advice

Dear Gut

I've been looking through my other mags and came up with some ideas for SEGA FORCE. You could have all the games that are coming out in the next month. You could have a games index. Your ads should be free.

Can you answer these questions: 1. Will the Giga Drive run CDs and carts? 2. Are Electronic Arts working for Nintendo? 3. Are any *WWF* games coming out on the Mega Drive? 4. Is *Final Fight* on the MD? 5. Can you try and get Doctor X from *Games-X* to send me a T-shirt?

Steven Szczypka, Thamesmead, London

Go on, admit it, you made up that surname! We try to get as many games in

as poss. It's a cut and thrust business (more thrust than cut from what I've heard — fnarr fnarr!), some mags scoop each another from time to time and some games arrive after our deadline. We may compile a games index when the mag's been out a bit longer.

Free ads? There's a recession on! I need to earn me crust somehow!

1. Hold your horses, it's still in the planning stage. But yes it will, so there! 2. Not that I know. 3. Yes, probably, Acclaim are converting their Nintendo titles as we speak. 5. NO! Mr Pitt made a BIGGO MISTAKO. Keep taking the tablets, Ade. 6. I'll use my GutFax machine to contact 'im. May take three years or so. Why not ring him yerself? Tell 'im I sent ya!



Steve Patterson from Wigan (nice pier) reckons Pitt and Mellerick are pretty crude. Too right, sunshine! Meanwhile young Franco Frey of Ludlow has sent me a 3-dee-ised version of his big brother's cover painting for this issue. He does our GG screen shots, but his fave machine is an Apple Macintosh, which shows what a spoiled brat he is. Sees double, too...



MS? Leave it out!

Dear Gutter Snipe

GET IT SORTED! I used to get *Sega Power*. I changed to SEGA FORCE because it's cheaper and, if you take some notice of me, it'll be BETTER!

When I bought ***SF*** for the first time (Ish Three), I was totally astounded to find that although you included 24 reviews, only two (yes, TWO!) were Master System games, while 12, might I add, were MD.

Also, in your PITTSTOP section, which was seven pages long, you had tips on 29 games. Only four of these were for the MS, while a staggering 20 were for the Mega Drive. Why is this happening? CHANGE IT!!

*Kevin Aherne, somewhere in **SF** land*

Good grief! You lot don't 'arf moan. I'm tired of people bleating, so seeing as Adrian works for this Godforsaken mag and he's the one who compiles the tips, I'll draft him in to answer your letter. Take it away, Mr Pleb... errr... Pitt:

'What? You missed the first two issues? We reviewed loadz of MS games. When we were working on Issue Three in February, there were very few Master System games around to review. The same was true of Issue Four. Sega released hardly any MS games in Feb/March. Please don't think we hold a grudge against MS owners, we try and cram as many games in as we can. We don't deliberately leave Master System games out. Don't get paranoid!

'I had a young lady complaining that we don't put enough MEGA DRIVE tips in the mag! Strewth, I'm hard pressed to please anyone at the moment! I promise, I cast my beady eyes on all tips that come in, I just don't get enough Master System cheats. So, we'll make this a plea from the heart. You lot, SEND ME SOME MS TIPS IMMEDIATELY!

'Thanks for bringing this to my attention, Kevin. Oh and just to drum it into you all, *Final Fight* is NOT out on the Mega Drive, that tip shouldn't have been included. Thank you!' (Doesn't he go on?! —GS).



Victoria Shuz from Rochford, Essex, says you'd better buy SEGA FORCE or she'll go get ya. Hmmm — if she really looks anything like this, I think I'll give up buying the mag! (I never get a free copy like the other slobs in editorial.)

Phil to the rescue

Dear Mr Snipe

After my first purchase of SEGA FORCE (March '92), which I must congratulate you on, I feel it my duty to help out a fellow reader, Scott of Brightlingsea, Essex.

He wrote to you with an appeal for help. He managed to get *Sonic The Hedgehog* sucked into a cavern on Act 2, that 'couldn't be opened'. I believe that Scott did not do an accurate search of the cavern and should check under the ten-ring computer, where a switch for the door is hidden.

Though I admire Scott for his phrase 'Don't say "Use the cheat", 'cos that's for



Letters

Astute game-freaky SEGA FORCErs will have noticed last ish from my comments that contrary to my bluff, friendly exterior, inside I'm actually a sensitive soul with an eye for art. That's why this Lewis Jackson pic caught my attention, coz it reminds me of my fave pantings by Henri Matisse. Henri was a French dude, but don't let that put you off. Anyway, Lewis lives in Northumberland.

wimps!', I believe it's rather wimpish to resort to asking for help on a rather straightforward action game.
Philip Eaden, Sheffield

Now now, Phil, don't get bitchy! Actually, I rather like the sound of you. Anyone who treats me with a bit of respect, ie, 'Dear Mr Snipe', deserves to live in a much finer place than a town renown for knives and forks! Get a life!

Testing times

Dear Gutter Snipe

I need help with my Media Studies coursework, for my GCSEs. I want to know where you get your information from.

Also, I need the readers to send me a list of contents they'd like to see in their ideal Mega Drive mag. I'm offering a free MD cart (not *Altered Beast*) for the best letter.
Kee Law, Torquay, Devon

Did you know, Kee, that GCSE means 'Gut Can't Stand Exams'?! Strange but true!

Those reviewers get their info courtesy of software house's press releases, or by ringing the company in person. Sometimes they go out and visit the programmers — who treat them to long, gluttonous lunches!

I don't want to publish your full address, Kee, as your parents won't like being woken at three in the morning by a barrage of marauding *SF* readers after a cup of sugar. So if you lot out there send your lists to me, I'll forward them to sunny Devon. Can't say fairer than that! Well I can, but I won't 'cos I'm supposed to be nasty and unhelpful and odious and a swine and... (that's quite enough, thank you —Ed).

It's a mini revolution!

Dear Gut Rot

I think Paul is a BIG JERK. Your mag is cool but would be better if Paul got the sack.

I think it's a great idea, the tournament. Let's knock the big turd off the throne. My five-year-old brother's better than Paul.

SEGA FORCE FOREVER!
Luke Robinson, aged ten, Hartly

Grrrr! I like you a lot, Luke. The country's gone mad since Mr Mellerick said he was the bestest gamesplayer since sliced beetroot! Sadly, like a verruca, Paul will be with us for some time (he's just as difficult to get rid of!). He read your letter and was positively disturbed. Quaking in his Hush Puppies he was! Keep sending in the threats, Luke. We'll defeat him yet!

Fanzine fans

Dear Snipe

My mate and I have made a thrilling Game Gear magazine. It's called **Wind Of The Town** or **WOTT**.

We've an ad for it in the For Sale section of your mag. We've sent you a copy, which we hope you'll drool over. If anyone wants an edition, look out for our adverts in SEGA FORCE.
J Coyle & W Barker, Bradford

It was *that* good, I dribbled and drooled over it — then ate it! Bit of indigestion, mind, but the *SF* crew have got used to my belching!

'Wish you were here...'

Dear Gut Snipe

I would like to congratulate you on your fab magazine.

My name is David Cauchi and I live in Malta. It's very difficult to buy games over here for the Master System. Can you tell me who to get in touch with in the UK, so I can buy some games. I'd like to purchase *World Cup Italia '90*.
D Cauchi, Mosta MST 03, Malta

Roar! I never knew we had readers in Malta. I thought the furthest the mag

went was Basingstoke!

The game you mention isn't out on the MS, David. Check out the ads in SEGA FORCE for the best buys. Contact software houses US Gold and TecMagik in Britain (their telephone numbers accompany their ads). Both have football games on offer and pretty good they are too. Or try SEGA EUROPE in London on 071 727 8070. Don't forget to add the international dialling code!

I was gonna go to Malta on me hols, but it's not wet enough, damp enough or slimy enough. Think I'll stay in Ludlow!

Quicky Questions

Dear Gut

I have a few questions I want answering: 1. Which joystick would you recommend for the MS? 2. Will *ToeJam & Earl* be released for the Master System? 3. The new Sega Action Replay Chair is crap! Anyway, how much is it? 4. Except for *Sonic*, which is the best game for the MS?
Shaun O' Callaghan, Middlesbrough

Strewth! Let's get crackin': 1. The Sega SG Commander, £9.95. 2. I doubt it. 3. £99.99. 4. *Shadow Of The Beast, Bonanza Brothers.* Anything else, moron? You won't like me when I'm angry!

MS doomed?

Dear Gutty

What will happen to the Master System, its games etc, with all the new consoles around, ie, Mega-CD and Giga Drive? Your cool mag didn't say how much the Giga Drive and games would cost. Will there be a *Game Genie* for the MS?
Brendon Dowds, St Leonard's, East Kilbride

Fret not, Brendon. There are loadz of software houses dedicated to producing Master System games. There's life in the old dog yet!

Buy Sega Force...

.... THEY DO!

Kevin "The Kipper" Lockwood's a sad man. If I print this, it'll be the first thing he's actually accomplished in his sad, sad life. Okay Kev from Bristol, now you're a successful sad man.

AMAZING HIGH-VALUE FREE GIFT ON NEXT MONTH'S COVER!

Next Month

G-DUNKK!
WHAT AN ISSUE!

THE MEAN BLACK MARSHAL REPORTS ON RAZORSOFT'S NEXT HIT, STORMLORD 2, AND DATA EAST'S ATOMIC RUNNER.

WE'VE GOT A BASKETBALL SPECIAL AND A REPORT ON THE PLAY-OFF OF THE CENTURY!

FOR NATIONAL PLAY A GAME DAY, SEGA FORCE'S VERY OWN PAUL MELLERICK CHALLENGES SEGA EUROPEAN CHAMPION DANNY CURLEY IN A CONTEST ORGANISED BY THE GAME AT THEIR BASE IN ROMFORD. CURLEY'S BEEN RUDE TO PAUL — CAN WE ALLOW THAT? NEVER!

Next Issue goes on sale from 14 May



Check out the latest Giga Drive info this issue, courtesy of Mr Modesty himself, Paul Mellerick.

As for the last question, I've no idea! That's me, honest to the last!

Just too easy-peasy

Dear Gutless

I can't BELIEVE you put up with these mere mortals who can't finish a game in less than THREE MONTHS! I've so far gone through six games on my GG, and with the exception of *Mickey Mouse*, each one was completed quicker than it takes some of your poxy readers to finish reading the box the game came in!

Oh, by the way, your *G-LOC* review in March's mag: 45 minutes on first play of expert level to complete nine screens does not equal 91% Lastability (how old is Paul Mellerick, 3?!).

In case you're interested, here's my review of *Sonic* on the GG: Great graphics, great tune, TOO EASY!

Your competition should be entitled: 'IS MELLERICK A MAN OR A PART-TIME ROADSWEEPER WHO'S NEVER SEEN THE FINAL SCREEN OF A GAME IN HIS LIFE?'

Ian Wollin, Wigan, Lancs

Let's get this out in the open once and for all (oo-er, missus! — more tea, vicar?!). Paul Mellerick is *not* three — he's three-and-a-half! I showed this letter to the man himself and he said, 'Gurgle, gurgle, chuckle, gurgle!'

No, actually he remarked (in a rather sarcastic tone), 'The lad must be a superb gamesplayer, I take my hat off to him!' Perhaps when Paul has days off for 'therapy', you could stand in for 'im, Ian?!

The American dream?

Dear Gutter Snipe

You have a problem. A MAJOR problem. I won't mention any names... Oh, all right then, it's your American columnist, Marshall M. Rosenthal! I've listed faults which mar your otherwise brilliant magazine:

1. He's American.
2. He has a pervert moustache.
3. He doesn't seem to understand the words 'grammar' and 'punctuation' — his English is bloody pathetic!

The only other quibble is the pictures at the top of the review pages: they have Japanese speech bubbles. I'm afraid I can't read Jap and would prefer it if you changed these to witty English ones.

Keep up the good work, you're by far the funniest Sega mag around. Cheery-bye!!

Ben Adam, Fife, Scotland

What's wrong with Marshall? He's a cute likkle guy, not my type, but cute nonetheless. In response to your three qualms:

1. So's Tom Selleck.
2. So's Tom Selleck.
3. Sounds like Paul Mellerick!

The last point, we *do* offer a joint course in Japanese linguistics and sterile blackhead popping. Next time you're in Ludlow, why not enrol?

That is most definitely ENOUGH for this month —I'm off for a kip! If disturbed, there'll be a right ear-bending for you deadheads next issue (on second thoughts, make that a severe ear-ripping off and swallowing!).

Just a few final words. If you've any editorial queries, give those plebby reviewers a bell on 0584 875851. If you talk to Paul, start you conversation with those well chosen words, 'Hello, you smug git...' For subs and the like, it's Europress Direct on (051) 357 2961. Phone orders etc, (051) 357 1275. For back issues, try (051) 357 2858. Go to it!

europress IMPACT

BIG ED

As you've no doubt noticed, we've got a new Big Ed. Doesn't talk to me, of course, but I know Chris Knight can be a decent plonker when he tries, but as you can see, his mood's changeable at times...

ISSUE THREE COMPO WINNERS!

Impossible Mission

Plenty of people fancied putting themselves in Agent 4125's — but only two of them won a Psion Personal Organiser. Congrats to **Eddy Lax** of Rodington,Shrewsbury and **Richard Price** of Scunthorpe South Humberside

Acclaim/Flying Edge

To arrive with a bang, Acclaim held a comp to celebrate the launch of their new Sega label, Flying Edge. The four winners had the choice from four new LCD handhelds. **Tom Miller** of Chippenham, Wiltshire, went for the ultra-violence of *Smash TV*; **Caroline Di Stefano**, Deans Livingston, West Lothian, will have a rendezvous with *The Simpsons Meet The Space Mutants*; **Christopher Quarmby** of Roddymoor, Co Durham, wants *Terminator 2* (no problemo, Chris); and **Liam Bourke** from Warrington, Cheshire, can slap the mat with *WWF Royal Rumble*!

We'll be announcing the winners of the Black Marshal's storyboards produced by ILM for Razorsoft's *Death Duel* telly ad next month.

DEADHEAD SET GAMING SCORES

So, ya reckon you're the best gamesplayer since Paul Mellerick was knee high to a Black & Decker? Reckon you can thrash the spikes off Sonic? Ruffle Donald's feathers on *Quackshot*? If you're a hi-scoring hero, stop bragging to ya mates and let us at SEGA FORCE know!

Look at the rogues gallery below. If you're better looking, with game scores ten thousand times better, pop 'em on a postcard and we'll make ya famous! That all important address: **I'M IN WITH THE DEADHEAD SET, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW**. Oh, and don't forget to send a top quality mugshot so Mr Mellerick can throw darts at it! Let's start the ball rolling then, shall we?

California Games (MS)

BMX: 138,850, new bike
172,700
SKATING: 4,810
SURFING: perfect 9.0
HALF PIPE: 31,549
Lee Gray, Datchet, Berks

EA Ice Hockey (MD)

Soviet Union 18, UK 0 (5 mins)
Soviet Union 35, UK 0 (10 mins)
Soviet Union 56, UK 1 (20 mins)
Julian Fowkes, Northampton
Soviet Union 71, France 2 (20 mins)
Daniel Fisher, Totton, Southampton

DANIEL

F-22 (MD)

Mission rating: 7899
Beni Malone, Ellesmere Port

Quackshot (MD)

505,000 with three lives left
Franco Aiello, Watford
502,000
Lee Gray, Datchet, Berks

Sonic The Hedgehog (MS)

841,300
Daniel Hitchcock, Rickmansworth, Herts

Sonic The Hedgehog (GG)

885,060, completed
Damian McPhun, Highfield, Southampton

Sonic the Hedgehog (MD)

813,999
Dave Bradford, East Molesey, Surrey who reckons (very nicely) that he's got Paul Mellerick well and truly rubbed out — and just to prove it, he sent a pic of his score as well...

SCORE 813990
TIME 0:00
SONIC

4,749,850
Beni Malone, Ellesmere Port

Streets Of Rage (MD)

650,500
Beni Malone, Ellesmere Port

ToeJam & Earl (MD)

622 points
Beni Malone, Ellesmere Port



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